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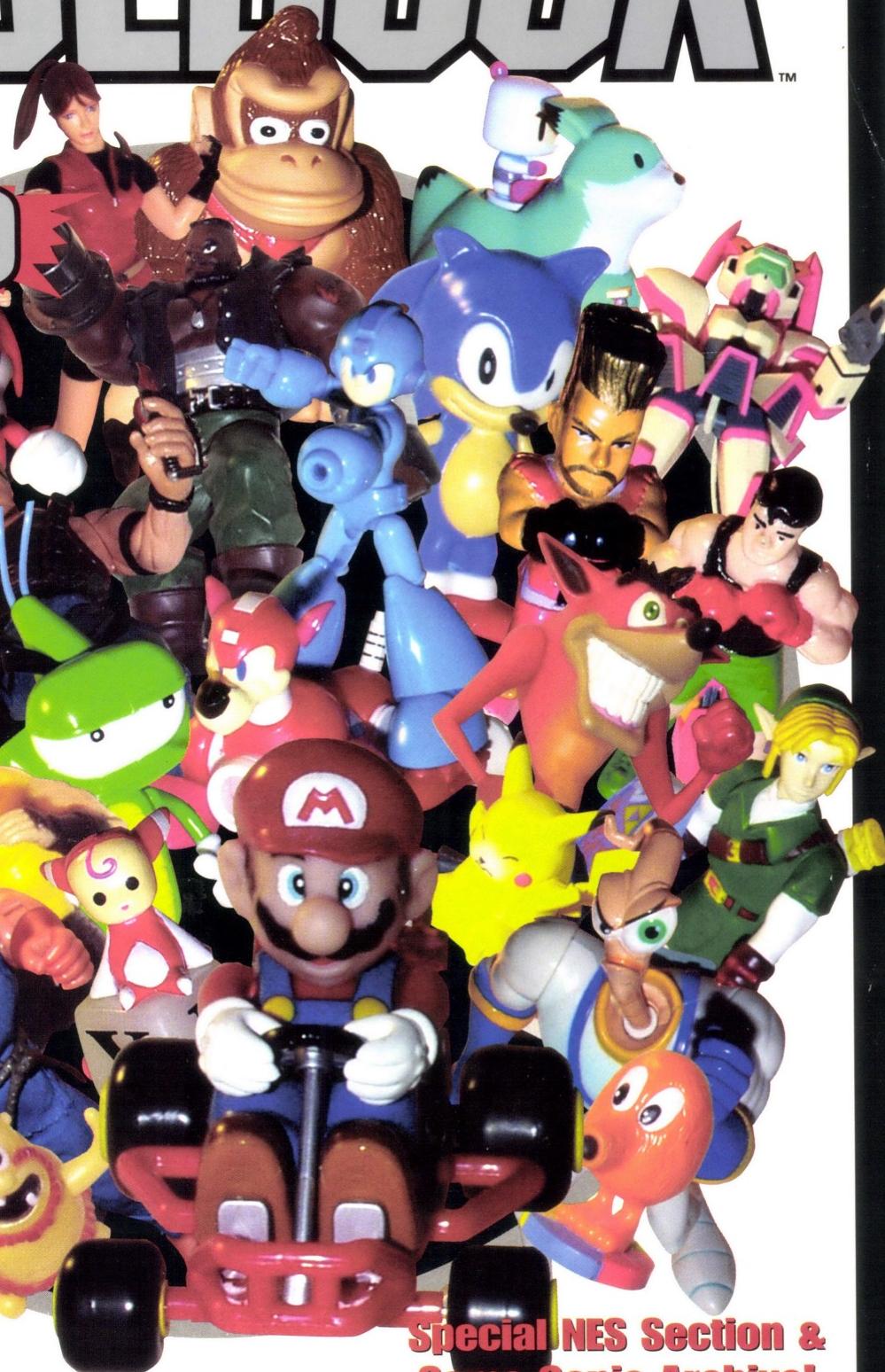
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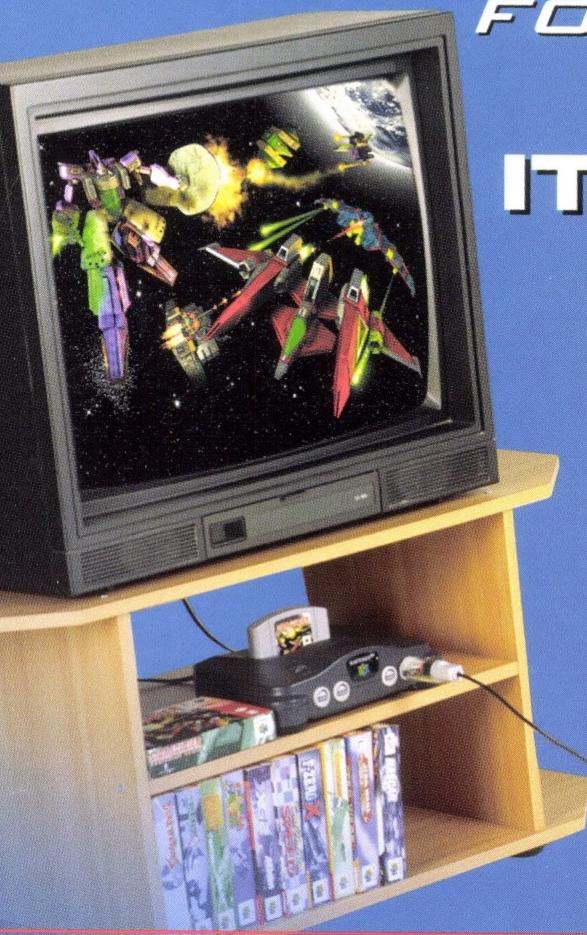
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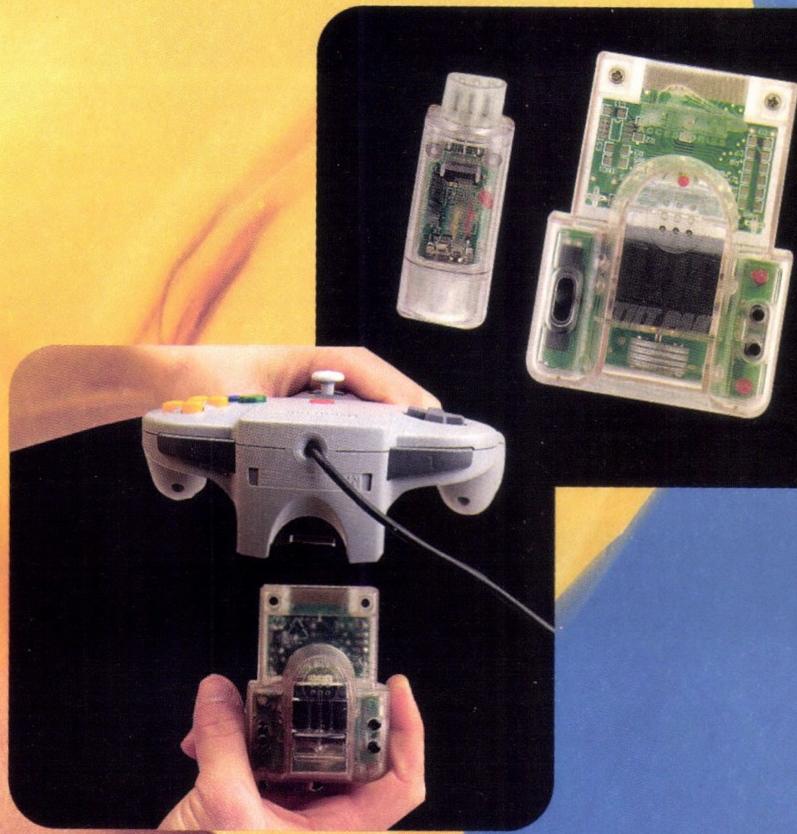
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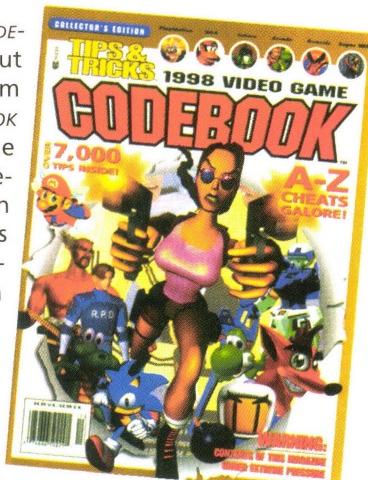


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Welcome to the *TIPS & TRICKS 1999 VIDEO GAME CODEBOOK*! Last year's edition was a smash hit; it sold out everywhere and we got a lot of cool letters from readers who suggested that we make the *CODEBOOK* an annual event. Most interesting, however, was the response from our competitors: We just couldn't believe how many rip-off "codebooks" have been published since ours came out! To make matters worse, most of these fly-by-night imitators delivered less reliable codes for fewer game systems at a higher cover price.

Fortunately, we're back to set things straight. Within these pages you'll find thousands upon thousands of reliable video game secrets, tips and cheat codes from the *TIPS & TRICKS* archives. They represent nearly ten years' worth of professional game testing and meticulous documentation, offering a depth and level of quality that no one else can match. To make this year's package even more valuable, we used a large percentage of our editorial budget to obtain new and used copies of 8-bit and 16-bit games for testing. This allowed us to beef up our NES, Game Boy, Genesis and Super NES sections with recently discovered, never-before-seen codes for games that had been missing from our office library for years.

We hope you like the result - thanks for buying it! And if you're not one of our regular readers, please check your local magazine rack for the latest issue of the monthly *TIPS & TRICKS*; you'll see why we're proud to call it "The #1 Video-Game Tips Magazine."



Last year's model ↗

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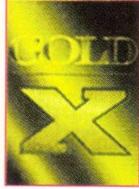
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# NINTENDO 64



## A

### AERO GAUGE

#### Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold L + R + Z on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap Up on the D-pad and the C button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press START or A on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the R button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

#### Turbo Start

At the starting line, hold the A and B buttons. When the announcer says, "Set, Ready, GO!" release the B button just before he says "GO!" This gives you a speed boost at the start of the race.

#### Turbo Boost

During a race, hold the A button to accelerate, hold Z and point the joystick hard Left or Right, then release both buttons and quickly press A again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

### AEROFIGHTERS ASSAULT

#### Stage Select

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: Up, C, Left, C, Down, C, Right, C, L, R, Z. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

#### Secret Character: Mao Mao

Wait for the words "Press Start Button" to appear on the title screen, then press C, C, C, C, C, C, C, C. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already gained access to Mao Mao if you've run through more than three times in the Tokyo stage.

## B

### BANJO-KAZOOIE

#### Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

- Enter "CHEATLOTSOFGOESWITHMANYBANJOS" to earn infinite lives.
- Enter "CHEATANEENERGYBARTOGETYOUTOFAR" to max out the capacity of your energy bar at 18 honeycomb pieces.
- Enter "CHEATONTBEADUMBOGOSEEMUMBOT" to earn infinite Mumbo Tokens.
- Enter "CHEATNOWYOUCANFLYHIGHINTHESKY" to earn infinite red feathers.
- Enter "CHEATAGOLDENGLOWTOPROTETBANJO" to earn infinite gold feathers.
- Enter "CHEATGIVETHEBEARLOTSPFAIR" to earn infinite air when underwater.

- Enter "CHEATBANJOBEGSFORPLENTYOFFEGGS" to earn infinite eggs.

For each code, you will hear a "Moo!" sound when you enter the first five letters; if you don't hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

#### Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzle that releases the codes.

- Enter "BOTTLIESBONUSONE" to give Banjo a big head.
- Enter "BOTTLIESBONUSTWO" to give Banjo big hands and feet.
- Enter "BOTTLIESBONUSTHREE" to make Kazooie big.
- Enter "BOTTLIESBONUSFOUR" to make Banjo tall and thin.
- Enter "BOTTLIESBONUSFIVE" to get a tall, thin Banjo with big hands and feet.
- Enter "BIGBOTTLIESBONUS" to activate all of the above codes at once.
- Enter "WISHYWHASHYBANJO" to change Banjo into a washing machine.
- Enter "NOBONUS" to deactivate all active codes.

## BATTLETANX

#### Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

- M S T S R V V—Invincibility
- C R S T L C L R—Invisibility
- F R G Z—Giant frogs randomly roam the streets
- T D Z—Queen Lords are replaced by toads
- W M N R S M R T R—Unlock Storm Ravens gang

L T S L T S G N G S—Select any gang in Campaign mode

#### Special Weapons

During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press A + B simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

## BIO FREAKS

#### Secret Screen

Hold any C button down when you turn on the Nintendo 64; you'll hear an evil laugh and see a secret screen that shows the date the game was created.

#### First-Person View

During any battle, hold Left on the D-pad or analog stick and press the START button to switch to a first-person view. To change back to the normal view, hold the pad or stick Down and press START again.

## BODY HARVEST

#### Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

Smart bomb—A, C, C, C, Left  
Restore health—Down, Up, Right, A, B, Left, C

All artifacts—Up, C, C, Z, Up, Left  
Dancing Adam—Down, Up, C, Down, C, C

Bad Adam—C, C, A, C, C, Left  
Tall Adam—B, A, C, A, C, A  
Short Adam—Down, C, A, Right, Z

Kill Adam—B, Left, C, C, Down  
Blouse cheat—Z, C, C, B, Left, C  
Access all weapons—A, Right, C, C, C, A, Left

More powerful weapons—C, C, Up, Z, Z, Left, C

Surreal Mode—C, Up, Right, Right, C, A, A, Left

Change Nearest Harvester into Mutant—C, Up, Z, Z, C, Right  
Fat Legged Aliens—Left, A, Right, Down

## BOMBERMAN 64

#### Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

## BUST-A-MOVE 2: ARCADE EDITION

#### Another World

At the title screen—while the words "Press Start" are flashing—press L, Up, R, Down. You'll see a little guy appear in the lower right corner of the screen. Now start the



game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

#### Character Select

Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, then hold Down, hold R and press L. A secret "Character Select" menu will appear. Press Left or Right to change to a different character, then press A or START to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

#### BUST-A-MOVE 99

##### Another World

At the title screen—while the words "Press Start" are flashing—press B, Left, Right, B. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.



#### CHOPPER ATTACK

##### Secret Options Menu

At the title screen—when the words "Press START Button" are flashing—hold the Z button and press Right, Left, Up, Down, A, B, START (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. (In Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

#### CLAY FIGHTER 63 3

##### Secret Options

At the character-select screen, hold the L button and press C $\downarrow$ , C $\uparrow$ , C $\leftarrow$ , C $\rightarrow$ , B, A. If performed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more. Secret Characters

Each of the following codes can be entered at the character-select screen:

- Doctor Kilm—Hold the L button and press B, C $\downarrow$ , C $\uparrow$ , C $\leftarrow$ , C $\rightarrow$ , A
- Sumo Santa—Hold the L button and press A, C $\downarrow$ , C $\uparrow$ , C $\leftarrow$ , C $\rightarrow$ , B
- Boogerman—Hold the L button and press Up, Right, Down, Left, Right, Left on the D-pad

#### CLAY FIGHTER SCULPTOR'S CUT

##### Secret Characters

At the character-select screen, enter any of the following codes, then highlight the "?" box and press the R button to reveal the character you unlocked. With more than one of these codes in place, just keep pressing R at the "?" box to cycle through the secret characters:

- Earthworm Jim—Hold the L button and press B, C $\downarrow$ , C $\uparrow$ , C $\leftarrow$ , C $\rightarrow$
- Sumo Santa—Hold the L button and press A, C $\downarrow$ , C $\uparrow$ , C $\leftarrow$ , C $\rightarrow$
- Boogerman—Hold the L button and press B, C $\downarrow$ , C $\uparrow$ , C $\leftarrow$ , C $\rightarrow$
- High Five—Hold the L button and press C $\downarrow$ , C $\uparrow$ , C $\leftarrow$ , C $\rightarrow$ , B, A

##### Computer-Controlled Characters

At the character-select screen, highlight the character you'd like to see fighting, hold the L button and press A, A, A, A, C $\downarrow$ , C $\uparrow$ , C $\leftarrow$ , C $\rightarrow$ , B, A, C $\downarrow$ . The computer will take over your character, so just sit back and watch him or her fight.

##### Debug Mode

At the character-select screen, hold the L button and press A, B, A, B, A, B, C $\downarrow$ , C $\uparrow$ , C $\leftarrow$ , C $\rightarrow$ . Now start the game; when the fighters appear, press START to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your character and the arena for your next battle. Choose your character with the D-pad and select a

stage with the C $\downarrow$  and C $\uparrow$  buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

#### CRUIS'N USA

##### Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:

Golden Gate Park (lower-left corner)—Hold L + C $\downarrow$  + C $\uparrow$

San Francisco (lower-right corner)—Hold L + C $\leftarrow$  + C $\rightarrow$

Indiana (upper-right corner)—Hold L + C $\downarrow$  + C $\uparrow$

##### Secret Vehicles

At the "Choose Car" screen, press and hold the C $\downarrow$ , C $\uparrow$  and C $\leftarrow$  buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A, Z or START to confirm your choice.

##### Lights + Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press Down to move to the bottom of the list of high scorers and hold Left to make the conveyor belt move. Keep holding Left for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button).



#### DARK RIFT

##### Fight Demitron

At the title screen—when the words "PRESS START" are flashing—press Up, C $\downarrow$ , R, Right, Down, B, B, B, C $\downarrow$  to warp to a one-player Demitron vs. Demitron battle.

##### Boss Codes

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters:

Sonor—L, R, C $\downarrow$ , C $\uparrow$ , C $\leftarrow$ , C $\rightarrow$

Demitron—A, B, R, L, C $\downarrow$ , C $\uparrow$

You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

##### See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:

Aaron's Ending—Up, C $\downarrow$ , R, Right, Down, R, C $\downarrow$

Demonica's Ending—Up, C $\downarrow$ , R, Right, Down, R, R, C $\downarrow$

Demitron's Ending—Up, C $\downarrow$ , R, Right, Down, L, L, C $\downarrow$

Eve's Ending—Up, C $\downarrow$ , R, Right, Down, R, R, C $\downarrow$

Gore's Ending—Up, C $\downarrow$ , R, Right, Down, R, R, C $\downarrow$

Morphix's Ending—Up, C $\downarrow$ , R, Right, Down, R, R, B

Niki's Ending—Up, C $\downarrow$ , R, Right, Down, R, R, A

Scarlet's Ending—Up, C $\downarrow$ , R, Right, Down, L, L, C $\downarrow$

Sonor's Ending—Up, C $\downarrow$ , R, Right, Down, L, L, C $\downarrow$

Zennur'on's Ending—Up, C $\downarrow$ , R, Right, Down, L, L, C $\downarrow$

#### DEADLY ARTS

##### Secret Characters

At the title screen—when the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick:

Gouriki—Up, Up, Down, Down, Left, Right, Left, Right, B, A

Reiji—A, B, Right, Left, Right, Left, Down, Down, Up, Up

You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

#### DIDDY KONG RACING

##### Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drum-

stick will be released.

##### Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

##### Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (\*).

ARNOLD—Big characters\*

BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)\*

WHODIDTHIS—Display credits (when you exit the Magic Codes menu)

BYEYEBALLOONS—Disable weapons

NOYELLOWSTUFF—Disable bananas

BOGUSBANANAS—Bananas reduce speed

VITAMINB—No limit to bananas

BOMBSAWAY—All balloons are red (missiles)

TOXICOFFENDER—All balloons are green (drop items)

ROCKETFUEL—All balloons are blue (turbo)

BODYARMOR—All balloons are yellow (shields)

OPPOSITESATTRACT—All balloons are rainbow (magnets)

FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)

ZAPTHEZIPPERS—Turn off zippers

DOUBLEVISION—Select same player (both players can choose the same character)\*

OFFROAD—Four-Wheel Drive (better traction on dirt, grass, etc.)

JOINTVENTURE—Enable two-player "Adventure" mode\*

TIMETOLOSE—Ultimate AI (smarter computer opponents)

#### DOOM 64

##### Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:

? T J L B D F W B F G V J V V B

With this password in place, press START to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-select option; press Left or Right to change the name of the stage and press a C button to warp there.

##### Taunts

When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

#### DUKE NUKEM 64

##### Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press Left, Left, L, L, Right, Right, Left, Left. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

- Invincibility

On/Off—Press the R button seven times, then press Left

- Monsters On/Off—Press L, C $\downarrow$ , Left, R, C $\downarrow$ , Right, Left, Left

- All Items On/Off—Press R, C $\downarrow$ , Right, L, C $\downarrow$ , Left, C $\downarrow$ , Right

- Level Select—Press L, L, C $\downarrow$ , Right, Left,

#### Left, C $\downarrow$

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.



#### EXTREME-G

##### Cheat Codes

At the vehicle select screen, press R to call up the control configuration menu. Highlight the "Name" option and press A, then enter any of the following code words as your name and press START to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire course upside-down

ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups

BANANA—Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Ferguson McGovern, director of Probe Entertainment

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fish-eye" lens, like a David Lee Roth video

HOSTILE—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Gives you an infinite supply of nitro

STEALTH—Makes all of the vehicles invisible

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics

XTRIME—Increases your vehicle's top speed

XTEAM—Enter this name, then press R again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

#### EXTREME-G 2 (XG 2)

##### Cheat Codes

At the vehicle select screen, press R to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If



Nintendo 64 tips



you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

2064—Changes all vehicles into *WipeOut*-style planes

FICKL—Blurry graphics

LINEAR—Wireframe graphics mode

MISTAKE—Infinite special weapons

NOPANEL—Removes all timers, gauges and counters from the screen

NEUTRON—"Tron" mode (alternate track graphics)

NITROID—Infinite Nitro boosts

PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

RA50—with this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

SPIRAL—Makes the screen rotate continuously during a race

SPYEYE—Overhead camera angle

XCHARGE—Infinite weapon energy and shield energy

XXX—Increases your vehicle's top speed



#### F-1 WORLD GRAND PRIX

##### Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press A. Next, highlight the "Edit Name" option and press A twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. Important: You must press A when you are finished entering the name. If you press B, you will exit out of the "Edit Name" function and the driver's name will not be changed:

- Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".

- Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".

- Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.

- Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.

- Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".

- Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

#### F-ZERO X

##### Cheat Code

At the "Select Mode" screen, press L, Z, R, C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, START; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

##### Shrink Vehicles

At the "Select Machine" screen, press L + R + C<sub>1</sub> + C<sub>2</sub>; all of the available vehicles will shrink.

#### FIFA: ROAD TO WORLD CUP 98

##### Secret Cheats

To access each of the following cheat codes, choose "Customize Squad" from the main menu, then select the "Player Edit" option and follow the instructions below:

- Small Players—Choose the "USA" league, select the Vancouver team and change any player's name to "KERRY".

- Ghost Players—Choose the "Zone 4—UEFA" league, select the Slovakia team and change any player's name to "LASKO".

- Invisible Players—Choose the "England" league, select the Sheffield W team and change any player's name to "WAYNE".

- Players Fall Down Randomly—Choose the "Zone 4—UEFA" league, select the Ireland team and change any player's name to "SPUD". Start a game and you'll find that players on both teams will fall down randomly—usually at inopportune times.

- Invisible Stadium—Choose any team and change any player's name to "CATCH22".

- Invisible Walls—Choose the "Zone 4—UEFA" league, select the Wales team and change any player's name to "WARREN". Now the ball can't go out of bounds.

- Black Line Mode—Choose the "Zone 5—CONCACAF" league, select the Canada team and change any player's name to "MARC".

- Upside-Down Screen—Choose the "Zone 2—OFC" league, select the Australia team and change any player's name to "NWODEDISPU"...or choose the "USA" league, select the Vancouver team and change any player's name to "TED".

- Access Road to World Cup, Round 2—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 98" from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round.

- Unlimited Player Attribute Points—Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want; the "Points Remaining" counter will go into negative numbers.

- Watch Victory Animations—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "NORIE". Now choose "Road to World Cup 98" from the main menu; when the round select screen appears, press C<sub>1</sub> + C<sub>2</sub> + Z. A special screen will appear. Press Left or Right to choose any victory animation sequence (from A to H) and press A to view it.

#### FLYING DRAGON

##### Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press Left 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press Right 20 times, a "Very Hard" setting will appear.

#### FORSAKEN 64

##### Secret Codes

Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

- Turbo Crazy Mode—B, R, Up, Left, Down, C<sub>1</sub>, C<sub>2</sub>

- Psychidelic Mode—A, R, Left, Right, Down, C<sub>1</sub>, C<sub>2</sub>

- Wireframe Mode—L, I, R, Z, Left, Right, C<sub>1</sub>, C<sub>2</sub>

- Gore Mode—Z, Down, C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>

- Stealth Mode—Up, Up, Up, Up, Right, Down, C<sub>1</sub>, C<sub>2</sub>

- Infinite Primary Weapon—A, R, Z, Right, C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>

- Infinite Secondary Weapon—B, B, Z, Left, Left, C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>

- Infinite Weapon Energy—L, Z, Left, Right, Down, Down, C<sub>1</sub>, C<sub>2</sub>

- Infinite Titans—A, B, L, Up, Up, C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>

- Infinite Solaris—B, L, L, Z, Up, Down, C<sub>1</sub>, C<sub>2</sub>

- Kill Enemies with One Shot—B, B, B, L, R, Left, Down, Down

- Freeze Enemies—R, Z, Right, Right, C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>

#### FOX SPORTS COLLEGE HOOPS '99

##### Secret Codes

Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects:

N O G I N —Big head mode

G H O S T —Ghost mode

Z - W O O D —Z-Axis basketball court

T E A M —Z-Z-Axis team

N O F A N S —Dark background, improved frame rate

T R A I L S —"Trippy" ball effect

B U Z Z Z —No shot clock

T H I Z Z Y —60-second game

H O M I E —Home team is favored

M O N K E Y —Alternate sound effects

#### GLOVER

##### Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes using the C buttons:

Level select—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Open portals—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Open levels—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Locate Garibs—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Call ball—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Checkpoints—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Infinite lives—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Powerball—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Control ball—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Infinite energy—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Enemy ball—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Low gravity—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Big ball—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Fisheye—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Camera rotate R—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Camera rotate L—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Mad Garibs—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Death spell—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Frog spell—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Hercules—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Speed up—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Boomerang ball—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Vanish ball—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Froggy—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Secret cheat—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

All cheats off—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

#### GOLDENEYE 007

##### Extra Characters in Multiplayer Mode

Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:

- 1 Hold L + R and press C<sub>1</sub>

- 2 Hold L and press C<sub>2</sub>

- 3 Hold L + R and press Left on the D-pad

- 4 Hold L and press Right on the D-pad

- 5 Hold L and press Down on the D-pad

- 6 Hold L + R and press C<sub>2</sub>

- 7 Hold L and press C<sub>1</sub>

- 8 Hold L + R and press Right on the D-pad

- 9 Hold L + R and press C<sub>1</sub>

- 10 Hold L and press Down on the D-pad

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

##### Cheat Options

Each stage in *GoldenEye* will give you a special cheat option if you complete the stage within a specific amount of time at a specific difficulty level. When you earn one of these cheats, a new menu item called "Cheat Options" will appear inside your agent file folder; access this menu to turn specific cheats on or off. If you complete every single mission at the "00 Agent" difficulty level, another option called "007 Mode" will appear; this allows you to adjust the health, damage levels, accuracy and reaction speed of all of the enemies in the game. Here's a list of all of the cheat options:

- To earn the "Paintball Mode" cheat, defeat the Dam stage in 2:40 or less at the "Secret Agent" difficulty setting.

- To earn the "Invincibility" cheat, defeat the Facility stage in 2:05 or less at the "00 Agent" difficulty setting.

- To earn the "DK Mode" cheat, defeat the Runway stage in 5:00 or less at the "Agent" difficulty setting.

- To earn the "2x Grenade Launcher" cheat, defeat the Surface stage in 3:30 or less at the "Secret Agent" difficulty setting.

- To earn the "2x Rocket Launcher" cheat, defeat the Bunker stage in 4:00 or less at the "00 Agent" difficulty setting.

- To earn the "D.K. Mode" cheat, defeat the Runway stage in 5:00 or less at the "Agent" difficulty setting.

- To earn the "Turbo Mode" cheat, defeat the Silo stage in 3:00 or less at the "Agent" difficulty setting.

- To earn the "Ice Mode" (all tracks are slippery) cheat, defeat the Dam stage in 2:40 or less at the "Secret Agent" difficulty setting.

- To earn the "Invisibility" cheat, defeat the Facility stage in 2:05 or less at the "00 Agent" difficulty setting.

- To earn the "Slow Animation" cheat, defeat the Depot stage in 1:30 or less at the "Secret Agent" difficulty setting.

- To earn the "Tiny Bond" cheat, defeat the Surface 2 stage in 4:15 or less at the "00 Agent" difficulty setting.

- To earn the "2x Throwing Knives" cheat, defeat the Bunker 2 stage in 1:30 or less at the "Agent" difficulty setting.

- To earn the "Fast Animation" cheat, defeat the Statue stage in 3:15 or less at the "Secret Agent" difficulty setting.

- To earn the "Invisibility" cheat, defeat the Archives stage in 1:20 or less at the "00 Agent" difficulty setting.

- To earn the "Enemy Rockets" cheat, defeat the Streets stage in 1:45 or less at the "Agent" difficulty setting.

- To earn the "Slow Animation" cheat, defeat the Depot stage in 1:30 or less at the "Secret Agent" difficulty setting.

- To earn the "Silver PP7" cheat, defeat the Train stage in 5:25 or less at the "00 Agent" difficulty setting.

- To earn the "2x Hunting Knives" cheat, defeat the Jungle stage in 3:45 or less at the "Agent" difficulty setting.

- To earn the "Infinite Ammo" cheat, defeat the Control stage in 10:00 or less at the "Secret Agent" difficulty setting.

- To earn the "2x RC-P90s" cheat, defeat the Caverns stage in 9:30 or less at the "00 Agent" difficulty setting.

- To earn the "Gold PP7" cheat, defeat the Cradle stage in 2:15 or less at the "Agent" difficulty setting.

- To earn the "2x Lasers" cheat, defeat the Aztec stage in 9:00 or less at the "Secret Agent" difficulty setting.

- To earn the "All Guns" cheat, defeat the Egyptian stage in 6:00 or less at the "00 Agent" difficulty setting.

- To earn the "Tiny Bond" cheat, defeat the Surface 2 stage in 4:15 or less at the "00 Agent" difficulty setting.

- To earn the "2x Throwing Knives" cheat, defeat the Bunker 2 stage in 1:30 or less at the "Agent" difficulty setting.

- To earn the "Fast Animation" cheat, defeat the Statue stage in 3:15 or less at the "Secret Agent" difficulty setting.

- To earn the "Invisibility" cheat, defeat the Archives stage in 1:20 or less at the "00 Agent" difficulty setting.

- To earn the "Enemy Rockets" cheat, defeat the Streets stage in 1:45 or less at the "Agent" difficulty setting.

- To earn the "Slow Animation" cheat, defeat the Depot stage in 1:30 or less at the "Secret Agent" difficulty setting.

- To earn the "Silver PP7" cheat, defeat the Train stage in 5:25 or less at the "00 Agent" difficulty setting.

- To earn the "2x Hunting Knives" cheat, defeat the Jungle stage in 3:45 or less at the "Agent" difficulty setting.

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- To earn the "Gold PP7" cheat, defeat the Cradle stage in 2:15 or less at the "Agent" difficulty setting.

- To earn the "2x Lasers" cheat, defeat the Aztec stage in 9:00 or less at the "Secret Agent" difficulty setting.

- To earn the "All Guns" cheat, defeat the Egyptian stage in 6:00 or less at the "00 Agent" difficulty setting.



#### HEXEN

##### Cheat Menu

During the game, press **START** to pause. When the "Paused" menu appears, quickly press C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>. A new option called "Cheat" will appear. Highlight this option and press A to bring up a "Cheats" menu; now you can activate the following cheat options by entering the following codes quickly at the "Cheats" menu:

God Mode (invincibility)—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>

Clipping (walk through walls)—Press C<sub>2</sub> 20 times, then C<sub>1</sub>

Visit (stage select)—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>, C<sub>5</sub>, C<sub>6</sub>

Butcher (kill all enemies in the area)—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>

Health (refill health)—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>

Collect All Keys—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>

Collect All Artifacts—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>

Collect All Weapons—C<sub>1</sub>, C<sub>2</sub>, C<sub>3</sub>, C<sub>4</sub>

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# Nintendo 64 tips

## INTERNATIONAL SUPERSTAR SOCCER 64

### Big Head Mode

Wait for the words "Press Start" to begin flashing on the title screen, then press **C<sub>△</sub>, C<sub>□</sub>, C<sub>▽</sub>, C<sub>◁</sub>, C<sub>▷</sub>, C<sub>◆</sub>, B, A**, then hold the Z button and press **START**; you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads.

### Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A**, then hold the Z button and press **START**; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

## INTERNATIONAL SUPERSTAR SOCCER '98

### Big Head Mode

Wait for the words "Press Start" to begin flashing on the title screen, then press **C<sub>▽</sub>, C<sub>△</sub>, C<sub>□</sub>, C<sub>◁</sub>, C<sub>▷</sub>, C<sub>◆</sub>, B, A**, then hold the Z button and press **START**; you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams will have huge heads.

### Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **Up, C<sub>△</sub>, Up, C<sub>□</sub>, Down, C<sub>▽</sub>, Down, C<sub>◁</sub>, Left, C<sub>▷</sub>, Right, C<sub>◆</sub>, Left, C<sub>◁</sub>, Right, C<sub>▷</sub>, B, A**, then hold the Z button and press **START**; you'll hear the announcer say "World class!" to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.



## KILLER INSTINCT GOLD

### Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline.) When this appears, press **Z, A, R, Z, A, B**. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".

### Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, B, A, Z, A, L**. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press **Up** or **Down** repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

### More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, B, A, L, A, Z**. You'll jump immediately to the game's ending credits sequence.

### Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by holding **Up** or **Down** when you press a button to select your character as follows:

Castle Stage—Hold Up and press **B**

Jungle Stage—Hold Up and press **C<sub>△</sub>**

Spaceship Stage—Hold Up and press **C<sub>□</sub>**

Stonehenge Stage—Hold Up and press **A**

Museum Stage—Hold Up and press **C<sub>◆</sub>**

Helpad Stage—Hold Up and press **C<sub>◁</sub>**

Bridge Stage—Hold Down and press **B**

Dungeon Stage—Hold Down and press **C<sub>△</sub>**

Street Stage—Hold Down and press **C<sub>□</sub>**

Dojo Stage—Hold Down and press **A**

Spinal Ship Stage—Hold Down and press **C<sub>◆</sub>**

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can

choose the music that plays during the battle by choosing his or her character as follows:

Sabrewulf Tune—Hold Up and press **B**

Maya Tune—Hold Up and press **C<sub>△</sub>**

Glacius Tune—Hold Up and press **C<sub>□</sub>**

Tusk Tune—Hold Up and press **C<sub>◆</sub>**

Fulgore Tune—Hold Up and press **C<sub>◁</sub>**

Orchid Tune—Hold Up and press **C<sub>▷</sub>**

Jago Tune—Hold Down and press **B**

Gargos Tune—Hold Down and press **C<sub>△</sub>**

T.J. Combo Tune—Hold Down and press **C<sub>□</sub>**

Kim Tune—Hold Down and press **C<sub>◆</sub>**

Spinal Tune—Hold Down and press **C<sub>◁</sub>**

Secret Stage

In two-player mode, have both players choose their fighters by holding **Down** and pressing **C<sub>◆</sub>**; you'll fight in the secret Sky stage with Rare and Killer Instinct logos on the ground.

## KOBE BRYANT IN NBA COURTSIDE

Note: Use the D-pad to enter the following codes; not the analog joystick.

### Big Head Mode

At any time during the game, press **Right, Right, Left, R, Z, START, A, START, A, START** on Controller 1. To return the players' heads to normal, just enter the code again.

### Disco Court

At any time during the game, press **A, C<sub>△</sub>, Down, Up, C<sub>▽</sub>, R, R, B, C<sub>□</sub>, C<sub>◁</sub>, Z** on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.

### Secret Teams

Highlight "Pre-Season" at the main menu, hold the L button and press **START** or **A**. When the team-select menu appears, you'll find three new teams to choose from: the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.

### Tiny Players

At the main menu, press **C<sub>△</sub>, C<sub>□</sub>, B, R, R, C<sub>▽</sub>, Up, Down, C<sub>◁</sub>, A, Z**. Now when you start a game, the players will be tiny.

### Alien Team

At the main menu, press **C<sub>△</sub>, C<sub>▽</sub>, C<sub>◁</sub>, C<sub>▷</sub>, START, START, A, B, A, R, Z**. Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads.



## LODE RUNNER 3-D

### Unlock Worlds

While inside any level during the game, press **START** to pause. When the "Options" screen appears, hold Z and press **R, B, A, B, A, C<sub>△</sub>, C<sub>□</sub>, C<sub>◁</sub>, C<sub>▷</sub>, C<sub>◆</sub>**. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold Z and press any button at the pause menu, then try entering the code again; this should clear up the problem.



## MACE: THE DARK AGE

### Play as War Mech and Ichiro

When the "Parental Advisory" screen appears just after you turn the system on, press **Down, Right, Up, Left** on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Deimos.

### Play as Ned the Janitor

Enter the following code at the character-select screen:

- 1) Highlight Koyasha and press **START**.
- 2) Highlight the Executioner and press **START**.
- 3) Highlight Lord Deimos and press **START**.
- 4) Highlight Xiao Long and press **Quick** (A or B in the default control configuration).

### Bunny Slippers

Enter the following code at the character-select screen:

- 1) Highlight Ragnar and press **START**.
- 2) Highlight Dregan and press **START**.
- 3) Highlight Koyasha and press **START**.
- 4) Highlight Xiao Long and press **Quick** (A or B in the default control configuration).
- 5) Highlight Namira and press **START**.

Now choose any character as usual. When the

fight begins, your opponent will have your character's face, and vice versa.

## MADDEN FOOTBALL 64

### Secret Teams

Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with one of the following names; the player stats don't matter. Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team that corresponds to the player you created as follows (note that all of the players on the EA Sports and Tiburon teams are 8'4" tall and are rated at 100 in all skill categories):

- Create a player named "AT MADDEN" to access the All-Time Madden team.
- Create a player named "SIXTIES" to access the '60s Conference B team.
- Create a player named "SEVENTIES" to access the All '70s team.

- Create a player named "EIGHTIES" to access the All '80s team.
- Create a player named "HOWLIE" to access the '97 Conference A team.
- Create a player named "LEI" to access the '97 Conference B team.

- Create a player named "STATS MEN" to access the All-Time Stats Leaders team.
- Create a player named "ELEC ARTS" to access the EA Sports team.

- Create a player named "TIBURON" to access the Tiburon team.

### Secret Stadiums

Follow the instructions under "Secret Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Select" menu:

- Create a player named "SAN MATEO" to access the EA Sports stadium.
- Create a player named "MAITLAND" to access the Tiburon Sports Complex.

### See the Ending

When the EA Sports logo appears, hold **L + R + Z**; you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

## MADDEN NFL 99

### Secret Codes

Choose "Code Entry" from the main menu, then select "New Code" and enter any of the following codes to unlock secret features:

B E S T N F C —Unlock NFC Pro Bowl team

A F C B E S T —Unlock AFC Pro Bowl team

B O O M —Unlock All-Madden team

I M T H E M A N —Unlock All-Time Stat Leaders team

P F A C E L O V E —Unlock All '60s team

B E L L B O T T O M S —Unlock All '70s team

S P R B W L S H U F L —Unlock All '80s team

H E R E A N D N O W O —Unlock All '90s team

T U R K E Y L E G —Unlock All-Time Greats team

T H R O W B A C K —Unlock NFL 75th Anniversary team

G E A R G U Y S —Unlock NFL Equipment Managers team

W E L C O M E B A C K —Unlock 1999 Cleveland Browns

I N T H E G A M E —Unlock EA Sports team

H A M M E R H E A D —Unlock Tiburon team

E A S T A D I U M —Unlock EA Sports Stadium

O U R H O U S E —Unlock Tiburon Stadium

## MAGICAL TETRIS CHALLENGE

### "Endless Tetris" Stays

During a one-player game in "Endless Tetris" mode, press the **A** and **B** buttons simultaneously; you'll see the opposite side of the screen change from gray blocks to the normal playfield color. As you clear lines, colored bars will appear to indicate how many times you've scored a single, double, triple or Tetris.

## MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.

### Secret Teams

At the main menu—the one with the spinning baseball that says "Exhibition/Season/World Series/HomeRun Derby"—tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode; you'll find two new teams in the "All-Star" division: Nintendo and Angel Studios.

### Switch Faces

Enter the following code at the character-select screen:

- 1) Highlight Al-Rashid and press **START**.
- 2) Highlight Takeshi and press **START**.
- 3) Highlight Mordos Kull and press **START**.
- 4) Highlight Xiao Long and press **START**.
- 5) Highlight Namira and press **START**.

Now choose any character as usual. When the

### Fireworks

At the stadium select screen, press **Z** to enter "View Stadium" mode. While viewing the stadium, hold **R + Z** to see a small fireworks display at home plate.

## MARIO KART 64

### Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse. Course Ghosts

- Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him.

- Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him.

## MARIO KART 64 TIPS

### Cheat the Computer

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press **START** to pause, then press **A** to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done.

### Earn Extra Stars + Coins

You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

## MICRO MACHINES 64 TURBO

### Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:

Slow down computer cars—**C<sub>△</sub>, C<sub>□</sub>, C<sub>◁</sub>, C<sub>▷</sub>, C<sub>◆</sub>**

Super speed—**C<sub>△</sub>, C<sub>□</sub>, C<sub>◁</sub>, C<sub>▷</sub>, C<sub>◆</sub>, C<sub>▽</sub>**

Super jumping ability—**Right, Right, Down, Up, Down, Left, Down, Down**

Change vehicles—**Down, Down, Up, Up, Right, Right, Left, Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

Debug mode—**Up, Down, Down, C<sub>△</sub>, C<sub>□</sub>, C<sub>◁</sub>, C<sub>▷</sub>, C<sub>◆</sub>**. With the Debug code in place, the following options become available:

- Press all four C buttons simultaneously to make all of the vehicles on the track explode
- Hold Z and move the D-pad to tilt or rotate the camera angle
- Hold Z and press L or R to zoom in or out
- Hold Z and press C<sub>◆</sub> to have the computer control your car
- Hold Z and press C<sub>▽</sub> to end the race with you in first place!

### "Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

- Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode—



which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.

- Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

#### MIKE PIAZZA'S STRIKE ZONE

##### Secret Codes

During the game, press **START** to pause, then enter any of the following codes at the "Today's Game" screen:

- Aluminum bats—L, R, L, R, B, L, B, A, Right
- Red bats—L, R, L, R, R, Down, B, A, Right
- Rainbow bats—L, R, L, R, Z, B, R, A
- Devil's Stadium—L, R, L, R, Right, A, C, L, A
- Activate all options on the Pitch menu—L, R, L, R, C, A, Z, C, R, L

See the Credits

When the Major League Baseball logo appears right after you turn the game on, quickly press R, A, Z, R, C, A, B; you'll hear a signal to confirm. Now if you wait for the opening credits to end, the game's full credits will appear.

##### Secret Dedication

When the Major League Baseball logo appears right after you turn the game on, quickly press C, R, B, B; you'll hear a signal to confirm and a secret message from a lovesick game programmer will appear.

#### MISSION: IMPOSSIBLE

##### Secret Codes

Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:

- Turbo Mode—C, Z, C, Z, C
- Big Feet Mode—C, Y, R, Z, C, C
- Kids Mode—C, Y, R, L, Z
- Start with Uzi Sub Machine Gun—C, C, C, C, C, R
- Start with Mini Rocket Launcher—R, L, C, C, C
- Start with 9mm High Power Gun—R, L, C, C, C
- Start with 7.65 Silenced Pistol—C, L, C, C, C

#### MORTAL KOMBAT 4

##### Cheat Menu

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C + C) in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Then "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.

##### Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

- Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously
- Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

#### MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

##### Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

- Enter "T D F C L T" for invincibility (you can still be killed by ceiling traps or long falls)
- Enter "G T T B H R" for infinite lives
- Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
- Enter "C R V D T S" to see the credits from the end of the game

##### Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.

##### Combos

3 Hits—High Punch, High Punch, Low Punch  
5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick

6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

##### Stage Passwords

Wind Stage—T H W M S B

Earth Stage—C N S Z D G

Prison Stage—R G T K C S

Water Stage—Z V R K D M

Fire Stage—J Y P P H D

Bridge of Immortality—O F T L W N

Quan Chi's Fortress—Z C H R R Y

Note: With the "Z C H R R Y" password in place, you can warp to Quan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground—hold A to warp to the battle with Quan Chi or B to fight Shinnok.

#### MORTAL KOMBAT TRILOGY

##### Play as Khameleon

When the "story" screens appear during the game's demo mode, quickly press C, C, A, B, C, C, C. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.

##### Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick Down from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

##### Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the D-pad or joystick Down before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

##### Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.

##### Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.

##### Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.

##### Stage Select

At the character-select screen, highlight Sonya, hold Up and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

##### Super Hard Mode

At the character-select screen, highlight Kano, hold Down and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping eight endurance matches.

##### Free Play

When the "story" screens appear during the game's demo mode, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crackling sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

##### Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C, B, A in the default control configuration). You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold Up and press **START**. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.

##### Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C, C, C, Y, A, B, B, B, A in the default control configuration). You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold Up and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate

Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

#### MULTI RACING CHAMPIONSHIP

##### Unlock Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine", then—when the car select screen appears—highlight one of the locked garages and press B; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.



#### NAGANO WINTER OLYMPICS '98

##### Repeat Ending

When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

#### NASCAR 99

##### Secret Drivers

Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu:

- To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press C, C, C, C, C, L, R, L, R, Z, Z
- To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press C, C, C, C, C, L, R, L, R, L, R
- To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press C, C, C, C, C, C, Z, Z, Z, Z

- To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press C, C, C, C, C, C, Z, Z, Z, Z
- To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press C, C, C, C, C, C, C, C, C, C

- Once you have unlocked a driver this way, that driver will also be available in Championship mode.

#### NBA JAM 99

##### Secret Codes

During the game, press **START** to pause, then enter any of the following codes at the "Pause" menu (note that "Up," "Down," "Left" and "Right" refer to the D-pad, not the analog joystick):

Large players—L, L, C, L, L, C, L, L, C, Z  
Tiny players—L, L, C, L, L, C, L, L, C, Z  
Enable full-court dunks—L, L, C, L, L, C, Z, L, C, Z  
Guarantee next shot—L, L, C, L, L, C, A, L, C, Z  
Super push—L, L, Up, L, Up, L, L, Up, Z  
Tie scores—L, L, Down, L, L, Down, L, L, Down, Z  
Team on fire—L, L, Right, L, L, Right, L, L, Right, Z  
Cancel all cheats—L, L, Left, L, L, Left, L, L, Left, Z

#### NFL BLITZ

##### Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character:

TURMEL—0322	SAL—0201
JAPPLE—6660	JENIFR—3333
LUIS—3333	DANIEL—0604
JASON—3141	ROOT—6000
BRAIN—1111	GENTIL—1111
RAIDEN—3691	ROOT—6000
SHINOK—8337	SKULL—1111
THUG—1111	FORDEN—1111
CARLTN—1111	



# Nintendo 64 tips

VAN—1234  
BILLZ—0526  
ZZ—1221  
JIMK—5651  
MARKA—1112  
ED—3246  
TODD—1122  
MITCH—4393  
JOHN—5158  
JOSH—4288  
RYAN—1029  
BETH—7761  
BRIAN—0818  
GRINCH—2220  
PAULO—0517  
LT—7777  
NICO—4440  
GATSON—1111  
ROG—8148  
MONTY—1836  
SHUN—0530  
GENE—0310  
PAULA—0425  
DBN—6969

#### Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad or joystick. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, jump four times, Pass once, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code.

Powerup Blockers—3-1-2-Left

Powerup Speed—4-0-4-Left

Powerup Teammates—2-3-3-Up

Powerup Defense—4-2-1-Up

Powerup Offense—3-1-2-Up

Infinite Turbo—5-1-4-Up

Fast Turbo Running—0-3-2-Left

Super Field Goals—1-2-3-Left

Super Blitzing—0-4-5-Up

Hyper Blitz—5-5-5-Up

Fast Passes—2-5-0-Left

No First Downs—2-1-0-Up

No Interceptions—3-4-4-Up

No Punting—1-5-1-Up

Allow Stepping Out of Bounds—2-1-1-Left

Play Selection—1-1-5-Left

Late Hits—0-1-0-Up

Turn Off Stadium—5-0-0-Left

Tournament Mode—1-1-1-Down

Show Field Goal—0—0-1-Down

No Random Fumbles—4-2-3-Down

No CPU Assistance—0-1-2-Down

Smart CPU Opponent—3-1-4-Down

Invisible—4-3-3-Up

Hide Receiver Name—1-0-2-Right

Big Head—2-0-0-Right

Huge Head—0-4-0-Up

Na Head—3-2-1-Left

Team Big Heads—2-0-3-Right

Headless Team—1-2-3-Right

Team Tiny Players—3-1-0-Right

Team Big Players—1-4-1-Right

Show More Field—0-2-1-Right

Night Game—2-2-2-Right

Weather: Rain—5-5-5-Right

Weather: Snow—5-2-5-Down

Weather: Clear—2-1-2-Left

Fog On—0-3-0-Down

Thick Fog—0-4-1-Down

#### NFL QUARTERBACK CLUB 98

#### Secret Codes

Choose "Enter Cheat" from the main menu and enter any of the following passcodes:

G L Y T H M D—Giant players

S M L M D G T—Tiny players

B B M N L L B—Players are tall and thin

J P N S M W R—Players are short and fat

T R N T D L F R—Passing accuracy is at zero for all quarterbacks

B R D W Y N M T H—Passing accuracy is at maximum for all quarterbacks

C R L L W Y S—Acceleration attribute is at maximum for all players

W L T R P Y T N—Agility attribute is at maximum for all players

S T Y C K Y H N D S—Hands attribute is at maximum for all players

M C H L J N S N—Speed attribute is at maximum for all players

R N L D S W Z N G R—Strength attribute is at maximum for all players

Y N S T Y N S—Discipline and Awareness attributes are at maximum for all players

B G B F Y D F—All attributes are at maximum for all defensive players

B G B F Y F F—All attributes are at maximum for all offensive players

L D F S C K—All attributes are at zero for all defensive players

L L F F S C K—All attributes are at zero for all offensive players  
S P R T M M D—All players' attributes are at maximum  
P W H Y R M N—All players' attributes are at zero

S P R B G R M S—Quarterbacks can throw the ball 100 yards, kickers can kick the ball 100 yards, punters can punt the ball 100 yards  
S P R T R B M D—Super turbo mode

F R M B Y F R M—Slow motion mode  
D W N D R V—Eight downs instead of four  
N B C T C K L S—Computer-controlled players don't try to tackle

S P R D P R T C K L—Super-duper tackles  
T G H T G R P—No turnovers  
G T N H N D S—Nearly every hit causes a fumble

S P R S L Y D—Slippery field  
B G S P R D V—Dive distance is greater  
L D S T R T R K—Passes appear instantly in receivers' hands

L W Y S T P S S—Passes are always tipped  
B G T W S T R S—Ball carrier spins and spins itself

M N F L D M D—All players do the "up and over" dive every few seconds during gameplay  
P B Y B Y M D—All players crawl like babies

Y L C T R C F B—Players move around like the old "electric football" games  
S N W S L D S—Players slide around on their butts

S T N T X T M T—Access Acclaim, Iguana, NFC and AFC teams  
**NFL QUARTERBACK CLUB 99**

#### Secret Codes

Choose "Enter Cheat" from the main menu and enter any of the following passcodes:

S C L L Y M L D R—Alien stadium

P W R P Y L N S—Giant end-zone pylons

B G M N Y—Huge coin in the coin toss

M R S H M L L W—Big players

B C H B L L—Great football

T R B M N—Unlimited turbo

S T C K Y B L L—No fumbles

F R R S T G M P—Slow-motion

D B L D W N S—Eight downs instead of four

X T R T M S—Unlock secret teams

X T R V L T G—Electric football mode

B T T R F N G R S—Always fumble

H S N F R—He's on fire!

P N B L L—Players bounce off each other

F L B B R—Flubber ball

P P C R N R T R N S—Land mine mode

P W R K C K R—Powerful kickers

R G B Y—Rugby mode

H S P T L—Lots of injuries

T T H P C K—Toothpick players

R C Q T B L L—Racquetball mode

S L P N S L D—Slippery mode

#### NHL BREAKAWAY 98

#### Cheat Menu

At the main menu, quickly press **C**, **C**, **C**, **C**, **R**; you'll hear a sound and a new option called "Cheat Menu" will appear. Access this menu and you'll be able to change the players' size and textures, a sound test menu and more. The "house rules" option sets up the game's options the way the game's programmers prefer them.

#### Secret Teams

At the Team Select screen in Exhibition mode, quickly press **C**, **L**, **C**; you should hear a slap-shot sound. Now you can find three secret teams between the "Controller Pak" team and Anaheim; they're called New York, Salt Lake and Parts Unknown.

#### Extra Bonus Points in Season Mode

At the Season Menu—the one that shows your bonus points on the right side of the screen—press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **R**; you will get 100 extra bonus points.

Repeat the code whenever necessary to get as many bonus points as you need.

See Injured Players for All Teams (Season Mode)

At the Season Menu, press **START** to call up the Season Menu. If the Trainers Room option is not available, press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **R** to unlock it. Now enter the Trainers Room and press **C**, **C**, **C**, **C**, **C**; you'll hear a signal to confirm. Now you can view any team's injured players; just press **Left** or **Right** to switch teams.

#### NHL BREAKAWAY 99

#### Secret Codes

Note: All of the codes listed above under NHL Breakaway 98 will work with NHL Breakaway 99 except for the "Secret Teams" code.

#### NIGHTMARE CREATURES

#### Cheat Password

Choose "Enter Password" from the main menu and enter the code **Left**, **Up**, **C**, **C**, **C**, **C**, **Down**. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.



#### OFF-ROAD CHALLENGE

#### Secret Tracks

Enter any of the following codes at the "Choose a Track" screen:

- Flaggstaff—Hold the **L** button and press **Left** on the D-pad, then highlight "Mojave," hold the **Z** button and press **A**.
- El Cajon—Hold the **L** and **R** buttons and press **Up** on the D-pad, then highlight "El Paso," hold the **Z** button and press **A**.
- Guadalupe—Hold the **R** button and press **Down** on the D-pad, then highlight "Vegas," hold the **Z** button and press **A**.

#### Olympic Hockey NAGANO 98

#### Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the **A** button at the title screen, then have Player 1 highlight "Practice" and press **A**. If you do this, all of the other players who were holding **A** will get to play in practice mode with you.

#### Instant Start

To start a game quickly, hold any button except **A** at the main menu and press **START**; you'll immediately jump to the face-off with you playing as Modano on the USA team.

#### Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the **C** button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent. Note: This trick does not work in "Olympics" mode.

#### Player Size Tricks

At the Options menu, hold the **C**, **C** or **C** button and press **R**; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Heads—Hold the **C** button and press **R** until the first two digits of the "Specials" option are "10".

Huge Heads—Hold the **C** button and press **R** until the first two digits of the "Specials" option are "01".

Tiny Heads—Hold the **C** button and press **R** until the first two digits of the "Specials" option are "11".

Tiny Players—Hold the **C** button and press **R** until the third digit of the "Specials" option is "1".

Giant Players—Hold the **C** button and press **R** until the fourth digit of the "Specials" option is "11".

Short, Fat Players—Hold the **C** button and press **R** until the fifth digit of the "Specials" option is "1".

Thin, Tall Players—Hold the **C** button and press **R** until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

#### Forfeit Game

During a game, press **START** to pause, then access the Options screen. Hold the **L** button and press **C** nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you. Note: You may have to enter this code twice to get it to work.

#### Frequent Fight Mode

At the Options screen, hold the **L** button and press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **R**. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fight breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.



#### PILOTWINGS 64

#### Wario Cameo

When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him, the face will change to that of Mario's arch-rival, Wario.



#### QUAKE

#### Debug Menu

Choose "Load" from the main menu; if you have a controller pak with Quake saves, press **B** to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.



#### RAMPAGE WORLD TOUR

#### Stage Select

At the main menu or character-select screen, hold the **L** button and all four **C** buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the **A** button first to bypass the Rumble Pak message.) Press **Left** or **Right** to change cities and **Up** or **Down** to change countries; you can even access the secret levels.

#### RAMPAGE 2: UNIVERSAL TOUR

#### Secret Characters

Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:

S M 1 4 N—Unlock George

S 4 V R S—Unlock Lizzie

L V P V S—Unlock Ralph

N O T 3 T—Unlock Myukus

B 1 G 4 L—Unlock Purple Myukus

S R Y 3 D—Unlock Noobus

Note that you can only have one of the three alien characters unlocked at any given time.

#### Cheat Menu

Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

#### ROBOTRON 64

#### "Setup" Menu Cheats

Choose "Setup" from the main menu, then enter any of the following codes at the Setup menu:

- 50 Lives—Press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **C**, **C**, **C**, **C**, **C**.

- Level Select—Press **Down**, **Up**, **C**, **C**, **C**, **C**, **C**.

- Demo Mode—Press **Left**, **Right**, **Up**, **Down**, **C**, **C**, **C**, **C**, **C**.

- Instant Power-Ups

At any time during the game—not while paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done five times in each stage.

Shield—**Down**, **Left**, **C**, **C**

Two-Way Weapon—**Up**, **C**, **Up**, **C**

Three-Way Weapon—**Right**, **Right**, **C**, **C**

Four-Way Weapon—**Down**, **Down**, **Up**, **C**

Radiation Spray—**Up**, **Down**, **C**, **C**

Speed Up—**Left**, **Right**, **Right**, **Up**, **Down**, **C**, **C**

Flamethrower Weapon—**Down**, **Right**, **Down**, **Right**, **C**



#### SAN FRANCISCO RUSH

#### Circuit Password + Secret Car

Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode:

8 D P 5 K G 5 L 4 G 5 P



### G 9 R W V C Q Y O D R D Q

Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored;" when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the Z button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team Rush" Formula 1 racer.

#### Secret Alcatraz Track

First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:

- At the Select Car screen, hold C $\downarrow$ , press Z, release both, tap Left on the D-pad, then press B three times to return to the main menu.

- Choose "Setup;" at the setup screen, hold C $\downarrow$ , press Z, release both, tap Up on the D-pad, then press B to return to the main menu.

- Choose "One Race" again; at the Select Track screen, hold C $\downarrow$ , press Z, release both, tap Right on the D-pad, then press A to advance to the Select Car screen.

- At the Select Car screen, hold C $\downarrow$ , press Z, release both, tap Down on the D-pad, then the L button, then the R button; you'll hear a signal to confirm the code. Now press B to return to the Select Track screen, where you'll find that Track 7 is now available.

#### "Setup" Screen Cheats

Each of the following codes works at the Setup menu (the one that says "Options/Controls/Audio"):

- To disable the in-game timer, hold Z and enter the following code: Hold C $\downarrow$ , press C $\downarrow$ , release both, hold C $\downarrow$ , press C $\downarrow$ .

- To disable the automatic abort feature, press the C button four times; now your car won't be picked up and returned to the main course if you get stuck against a wall.

- To disable vehicle collisions (you can drive right through the other cars) press Left, then hold Right on the D-pad and press C $\downarrow$ , then release both and press C $\downarrow$ , C $\downarrow$ , C $\downarrow$ .

- To change the game's detailed polygon textures into flat shades of color, hold C $\downarrow$ , press L, release both, press Z, hold C $\downarrow$ , press L, release both, press Z.

- When your car crashes, you will return to the closest possible spot near the crash if you hold the Z button at the Setup menu and enter the following code: Hold C $\downarrow$ , press C $\downarrow$ , release both, hold C $\downarrow$ , press C $\downarrow$ .

- To turn all of the traffic cones in the game into mines, press L, R, L, R, L, R.

- To turn the cars upside-down, press Up, Right, Down, Left, Down, Right, Up, Left.

- To change the game's gravity, hold Z, press Up, Down, then release Z and press Up, Down, Up, Down. Repeat the code up to three times for three different gravity settings.

#### "Select Car" Screen Cheats

Each of the following codes works at the "Select Car" menu:

- To change the height of your car, hold C $\downarrow$ , press C $\downarrow$ , release both, hold C $\downarrow$ , press C $\downarrow$ . Repeat up to four times for different heights.

- To change the size of your vehicle's front tires, hold C $\downarrow$ , press C $\downarrow$ , release both, hold C $\downarrow$ , press C $\downarrow$ . Repeat the code for different tire sizes.

- To change the size of your vehicle's rear tires, hold C $\downarrow$ , press C $\downarrow$ , release both, hold C $\downarrow$ , press C $\downarrow$ . Repeat the code for different tire sizes.

- To start your vehicle on fire, hold C $\downarrow$  and press Z four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.

- To change your car into a mine, press C $\downarrow$ , C $\downarrow$ , C $\downarrow$ , C $\downarrow$ , Z, C $\downarrow$ , C $\downarrow$ .

- To change the color of the fog in the game, hold Z and press C $\downarrow$  three times; repeat the code to get different colors.

#### Extra Camera Angles

While driving with one of the two "external" camera angles, hold the L button and press Up or Down on the D-pad to change the distance between the camera and your vehicle.

#### Drive at Night

During the game, press START to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing Left or Right. If you hold all four C buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy Night."

### SNOWBOARD KIDS

#### Cheat Code

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press Down, Up on the analog joystick, then Down, Up on the D-pad, then C $\downarrow$ , C $\downarrow$ , L, R, Z, then Left on the D-pad, C $\downarrow$ , Up on the analog joystick, B, Right on the D-pad, C $\downarrow$ , START; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksilver, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

### SNOWBOARD KIDS

#### Cheat Code

At the title screen, carefully enter the following code: Press Z, B, C $\downarrow$ , Down on the D-pad, Left on the analog joystick, Right on the analog joystick, Up on the D-pad, R, Z, A. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

### SOUTH PARK

#### Cheat Menu

Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

### SPACE STATION SILICON VALLEY

#### Alternate Introductions

When the DMA logo appears at the beginning of the game, hold the A button to change the logo animation to a slightly different sequence. Hold the B button instead for a longer logo scene.

#### Stage Select

At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the D-pad, not the analog stick.

Unlock all Euro Eden levels—Up, Down, L, Z, Down, Up, Z, Down

Unlock all Arctic Kingdom levels—Up, Down, Z, L, Down, C $\downarrow$ , Z, Down

Unlock all Jungle Safari levels—Up, Down, L, Z, Down, C $\downarrow$ , Z, Down

Unlock all Desert Adventure levels—Up, Down, L, Z, Down, Left, Z, Down

Unlock "Big Celebration Parade"—Up, Down, L, Z, Down, Right, Z, Down

Unlock secret shoot-'em-up level—Down, Up, Z, L, Down, Left, Z, Down

### STAR WARS: ROGUE SQUADRON

#### Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:

A C E—Higher difficulty

C H I C K E N—Access bonus level

C R E D I T S—See the game's credits

D E A D D A C K—Unlocks all stages at the Select Level screen

D I R E C T O R—Enables "Showroom" menu at the Options screen

F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen

H A R D R O C K—Alternate title screen (start a game and quit to see it)

I G I V E U P—I infinite lives

K O E L S C H—Changes the V-Wing into an automobile

M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu

R A D A R—Alternate radar

T O U G H G U Y—Finish levels with 0:00 completion time, all friendly saves and bonuses collected

T I E D U P—with the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press Up to access the TIE Interceptor

### STAR WARS: SHADOWS OF THE EMPIRE

#### Cheat Mode

Enter your name as "\_\_\_\_Wampa\_\_\_\_Stompa" or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press START to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing Left or Right. If you hold all four C buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy Night."

While driving with one of the two "external" camera angles, hold the L button and press Up or Down on the D-pad to change the distance between the camera and your vehicle. Drive at Night

During the game, press START to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing Left or Right. If you hold all four C buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy Night."

joystick slightly to the right—not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use L and R to scroll through the different cheat codes and press A, B or START to activate the one you wish to use as follows:

- Get all stuff (weapons, items)
- Invincibility
- 50 lives
- Sleepy villains (press Up on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press Down to deactivate.)
- Kill Dash
- Teleport (to another location in the current stage)
- (Skip to ) Next level
- (Restart) This Level
- (Return to) Previous Level
- Wall Ghost (Press Up on the analog joystick to turn this option "on;" now you can walk into walls and go right through locked doors. Press Down to deactivate.)

You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked.

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press START to pause, then hold Left + L + R + Z + C $\downarrow$  + C $\downarrow$  + C $\downarrow$ ; with all of those buttons held down, press Up and Down on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

#### Control Enemy Characters & Vehicles

Enter your name as "\_\_\_\_Wampa\_\_\_\_Stompa" or use the "Rename" option to change your name to this, with the exact specifications as described above under "Cheat Mode." Now start the game and press START to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

- In the "Battle of Hoth" stage, play until the AT-STs appear, then hold C $\downarrow$  and press Up, then press C $\downarrow$  repeatedly until you see an over-the-shoulder view of an AT-ST. Press Left or Right on the D-pad to steer it or hold Up to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press C $\downarrow$  to toggle between the snowspeeder and the AT-ST.

- In the "Escape from Echo Base" stage, hold C $\downarrow$  and press Right on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold Down to attack. Once the code is in place, press C $\downarrow$  to switch between Dash and the Wampa.

- Also in the "Escape from Echo Base" stage, hold C $\downarrow$  and press Right on the D-pad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper; hold Down to fire. Once the code is in place, press C $\downarrow$  to switch between Dash and the Snowtrooper.

- In the "Gall Spaceport" stage, hold C $\downarrow$  and press Left on the D-pad to control a Wampa or Right on the D-pad to control an Imperial Stormtrooper; these both work as described under "Escape From Echo Base" above.

- In the "Imperial Freighter Suprosa" stage, hold C $\downarrow$  and press Right on the D-pad to control a Stormtrooper as described above.

• In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold C $\downarrow$  and press Right on the D-pad to control one of Prince Xizor's armored guards.

See the Ending

Enter your name as "\_\_\_\_Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go

directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press START to return to the title screen; when it appears, point the analog joystick in the Up/Right position to see a photo of the game's creators.

#### Wampa Noises

Enter your name as "R\_Testers\_ROCK" or use the "Rename" option to change your name to this. Now you can hear Wampa sounds whenever you access any menu option.

### SUPER MARIO 64

#### Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.



### TETRISPHERE

#### Secret Scene

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the name, then press and continue to hold the RESET button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the RESET button down.

#### Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

#### Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C $\downarrow$  + C $\downarrow$  and press the L button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide & Seek" or "Puzzle" game modes; you'll find that you can now choose any stage to start on.

#### Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C $\downarrow$  + C $\downarrow$  and press the L button as above to change the numbers on the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

#### See the Credits

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence.

### TOP GEAR RALLY

#### Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race:

- Access all cars (except bonus cars)—A, Left, Left, C $\downarrow$ , A, Right, Z
- Access All Tracks (except Mirror Tracks)—A, Left, Left, Right, Right, Down, Z
- Access Mirror Tracks—Right, Up, Left, C $\downarrow$ , Right, Down, Z
- Access Helmet Car—Up, Up, Z, B, A, Left, Left
- Access Ice Cube Car—C $\downarrow$ , Up, B, Right, A, C $\downarrow$ , A, Right
- Access Beach Ball Car—B, B, A, Left, Left, C $\downarrow$ , A, Right
- Access Mirror Cars—Right, Up, Left, C $\downarrow$ , C $\downarrow$ , A, Right, Z. With this code in place, press C $\downarrow$  at the Car Select screen to change any car into a mirror-textured vehicle.
- Non-Blur Mode—B, Left, Right, Up, Left, Z, Right. This code turns off the N64's "bilinear filtering" effects, making the graphics appear to be more "pixelated."
- ZBuffer Mode—C $\downarrow$ , Z, B, Up, Up, Right. The ZBuffer is used by the N64 to determine if a pixel that is about to be drawn is in front or



behind the pixel already on the screen. This buffer is exactly the same size as the buffer that contains the color information for each pixel. When you enter this cheat, the N64 continuously copies the current ZBuffer data into the color data, and the result is a freaky mess of colors on the screen. Enter the code again to turn ZBuffer Mode off.

#### See the Credits

Choose "Options" from the main menu, then highlight "the Load Configuration" option and press **C<sub>Y</sub>**, **Right**, **Down**, **Z**. You'll see the full credit sequence from the end of the game—not the abbreviated version that can be called up from the Options menu at any time.

#### TUROK: DINOSAUR HUNTER

##### Cheat Codes

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed during the game (except "Gallery" and "Show Credits".)

**R B N S M T H**—Invincibility

**K I M B R D**—Fly mode (use L and R to fly through the air; you can also walk through walls)

**T H S S L K S C L**—Spirit Mode

**C M G T S M M G G T S**—All Weapons \*

**B L L T S R R F R D**—Infinite Ammo \*

**F R T H S T H T T R L S C K**—Infinite Lives

**G R G C H N**—Big Head Mode \*\*

**D N C H N**—Tiny Enemy Mode

**D L K T D R**—Pen and Ink Mode

**L L T H C L R S F T H R N B**—Purdy Colors

**S N F F R R**—Disco Mode (enemies don't attack)

**C L L T H T N M T N**—Quack Mode

**T H B S T**—Gallery (view the characters)

**F D T H M G S**—Show Credits \*\*\*

**N S T H M N D N T**—Show Enemies (on the map)

(\* This cheat is also activated by the "RB-NSMTH" and "GRGCHN" codes.)

(\*\* This cheat is also activated by the "RB-NSMTH" code.)

(\*\*\* This cheat is also activated by the "RB-NSMTH", "GRGCHN", and "DNCHN" codes.)

"The Big Cheat"

At the "Enter Cheat" menu, input the code "N T H G T H D G D C R T D T R K". This activates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

#### TUROK 2: SEEDS OF EVIL

##### Cheat Codes

Choose "Cheats" from the main menu, then enter any of the following codes for different effects. Once you've entered a code, the Cheats menu will give you the option to turn that code's effects on or off.

**U B E R N O O D L E**—Big Head mode

**H O L A S T I C K B O Y**—Stick mode

**S T O M P E M**—Big Hands and Feet mode

**P I P S Q U E A K**—Tiny mode

**I G O T A B A K**—Pen and Ink mode

**L I G H T S O U T**—Blackout mode

**F R O O T S T R I P E**—Fruity Stripe mode

**W H A T S A T E X T U R E M A P**—No textures

**H E E E R E S J U A N**—"Juan's Cheat"

**A A H G O O**—"Zach Attack Cheat"

**O N L Y T H E B E S T**—Warp to credits

**B E W A R E O B L I V I O N I S A T H A N D**—Unlocks all cheats



#### VIGILANTE 8

##### Cheat Codes

Choose "Passcode" from the Options menu and enter any of the following codes to get different effects:

**A \_ M O O N \_ G E T A W A Y**—Reduce gravity

**L I V I N G \_ F O R E V E R**—Invincibility

**M I X \_ M A T C H \_ C A R S**—Allows multiple players to choose same vehicle, and to choose vehicle belonging to enemy gang in two-player Quest mode

**M I S S I L E \_ A T T A C K**—Enhanced missile

**I \_ A M \_ T O U G H \_ G U Y**—Hardest difficulty level

**G O \_ R E A L L Y \_ S L O W**—Slow motion mode

**M A X \_ R E S O L U T I O N**—Ultra high-res display mode

**F I R E \_ N O \_ L I M I T S**—No weapon delay when firing

**L E V E L \_ S H O R T C U T**—Unlocks Sand Factory and Secret Base levels



#### VIGILANTE 8

##### Cheat Codes

Choose "Passcode" from the Options menu and enter any of the following codes to get different effects:

**A \_ M O O N \_ G E T A W A Y**—Reduce gravity

**L I V I N G \_ F O R E V E R**—Invincibility

**M I X \_ M A T C H \_ C A R S**—Allows multiple players to choose same vehicle, and to choose vehicle belonging to enemy gang in two-player Quest mode

**M I S S I L E \_ A T T A C K**—Enhanced missile

**I \_ A M \_ T O U G H \_ G U Y**—Hardest difficulty level

**G O \_ R E A L L Y \_ S L O W**—Slow motion mode

**M A X \_ R E S O L U T I O N**—Ultra high-res display mode

**F I R E \_ N O \_ L I M I T S**—No weapon delay when firing

**L E V E L \_ S H O R T C U T**—Unlocks Sand Factory and Secret Base levels

**G A N G S \_ U N L O C K E D**—Unlocks all vehicles except flying saucer

**G I M M E \_ D\_A \_ A L I E N**—Unlocks flying saucer

**J T B 7 T C F D 1 L R M G W**—Unlocks everything

**P O P U L A T I O N \_ O U T**—After entering this code, select Arcade mode. Select a location, then choose your player. At the "Choose Enemies" screen, change the number for each enemy to "-"; this will eliminate all of the enemies. Press **A** to accept and start the game.

**L O N G \_ S L I D E S H O W**—After entering this code, select "Game Status" from the Options menu and highlight any of the unlocked characters. Press **A** to activate an uninterrupted slide show for all of the characters. Once you activate the slide show, you cannot back out of it unless you switch off the N64.

#### VIRTUAL CHESS 64

##### Debug Mode

At any time during the game, press **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, then **Up**, **Down**, **Left** and **Right** on the D-pad. With this code in place, symbols will appear on the screen whenever the computer is "thinking" about its next move. Unfortunately, these symbols won't mean anything to you unless you're the guy who programmed the game.



#### WAR GODS

##### Fatalities

**A h u a \_ K i n**—In close, 3-D, **↑ ↓ ↑ + High Kick**

**A n u b i s \_ 3 - D**, **→ ↓ ← + High Punch + Low Kick**

**P a g a n**—From 1/2 screen distance, **↔ + Low Punch**

**T a k**—**← ↓ → + Low Punch + High Kick**

**M a x i m u s**—Hold 3-D, press **→ + High Punch + Low Punch**

**C Y 5**—From 1/2 screen away, **↔ + High Punch**

**W a r h e a d**—Far away, 3-D, **→ ↓ ← + High Kick**

**V o o d o o**—From 1/2 screen away, **↔ + Low Punch**

**V a l l a h**—In close, **→ + Low Kick**

**K a b u k i \_ J o**—At sweep distance, **↔ ↓ → + Low Kick + High Kick**

**P l a y**—As Grox

At the character-select screen, quickly press **Down**, **Right**, **Left**, **Left**, **Up**, **Down**, **Right**, **Up**, **Left**, **Left**. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Grox will not appear until the fight begins.

**P l a y**—As Exor

At the character-select screen, quickly press **Left**, **Down**, **Down**, **Right**, **Left**, **Up**, **Up**, **Right**, **Down**. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.

**Infinite Continues**

At the first War Gods title screen—not the one with the "Start/Options" menu on it—quickly press **C<sub>Y</sub>**, **C<sub>Y</sub>**, **Right**, **A**, **B**, **C<sub>Y</sub>**, **C<sub>Y</sub>**. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu and highlight the "Continues" option; you'll find a new setting called "Free Play."

**Cheat Menu**

At the first War Gods title screen—not the one with the "Start/Options" menu on it—quickly press **Right**, **Right**, **Right**, **B**, **B**, **A**, **A**. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu; you'll find a new option called "Cheat Menu" which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an "Easy Fatality" option. With this option turned on and the "Fatalities" option activated at the main menu—you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears.

**Wayne Gretzky's 3D Hockey**

**Ride the Dolphin**

Enter Stunt Mode and choose the Dolphin Park course. Now perform all of the possible stunts (handstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off a ramp), go through

all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt—like the stand and somersault—before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you do all of the above correctly, you should hear the dolphin chattering when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick **Down** and press a button to confirm your choice. (If you want the alternate-color character, hold **Up** on the D-pad while holding **Down** on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

#### Wayne Gretzky's 3D Hockey

##### Invisible Players

Pause the game and select "Replay". Press **L** or **R** to highlight a player; that player will flash for a brief instant. If you press **Z** quickly before the player stops flashing, he will turn invisible. Press **START** twice to return to the game; that player will stay invisible. Note that pressing **Z** causes the highlights to return to the player closest to the puck, and that highlighting an invisible player will cause him to become visible again. Note the order in which you advance through the players as you press the **L** or **R** button. To turn your entire team invisible, advance through the line-up with **L** or **R** until you reach the last player on your team, press **Z** to turn him invisible, then use the same button to advance to the next-to-last player, press **Z** etc. You can't turn the goalie invisible with this trick, but if you pause the game while no player is controlling the puck, you can turn the players on both teams invisible.

##### Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the **A** button at the title screen, then have Player 1 highlight "Practice" and press **A**. If you do this, all of the other players who were holding **A** will get to play in practice mode with you.

##### Instant Start

To start a game quickly, hold any button except **A** at the main menu and press **START**; you'll immediately jump to the face-off with you playing as Gretzky on the Rangers.

##### Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the **C<sub>Y</sub>** button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent.

##### Player Side Tricks

At the Options menu, hold the **C<sub>Y</sub>**, **C<sub>Y</sub>** or **C<sub>Y</sub>** button and press **R**; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

**Big Heads**—Hold the **C<sub>Y</sub>** button and press **R** until the first two digits of the "Specials" option are "10".

**Huge Heads**—Hold the **C<sub>Y</sub>** button and press **R** until the first two digits of the "Specials" option are "01".

**Tiny Heads**—Hold the **C<sub>Y</sub>** button and press **R** until the first two digits of the "Specials" option are "11".

**Tiny Players**—Hold the **C<sub>Y</sub>** button and press **R** until the third digit of the "Specials" option is "11".

**Giant Players**—Hold the **C<sub>Y</sub>** button and press **R** until the fourth digit of the "Specials" option is "11".

**Short, Fat Players**—Hold the **C<sub>Y</sub>** button and press **R** until the fifth digit of the "Specials" option is "11".

**Tall, Thin Players**—Hold the **C<sub>Y</sub>** button and press **R** until the sixth digit of the "Specials" option is "11".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

#### Forfeit Game

During a game, press **START** to pause, then access the Options screen. Hold the **L** button and press **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**; the eighth digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you.

##### Trade Players

At the Options screen, hold the **L** button and press **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**; the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the **C<sub>Y</sub>** button ten times. A secret "Modify Teams" menu will appear. Use the D-pad or joystick to choose two teams to modify, then press **A**. The roster of the first team appears on the left; press **B** to change the team on the right. Use **Up** or **Down** to highlight the name of the player you want to replace him with. Press **A** to make the substitution. Press **START** to advance to the other team to modify; when you're finished (or if you just wanted to mess with one team) press **START** to return to the "Team Stats" screen.

##### Frequent Fight Mode

At the Options screen, hold the **L** button and press **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**; the ninth digit of the "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fight breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

##### Access Super Teams

At the Options screen, hold the **L** button and press **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**, **C<sub>Y</sub>**; The "Specials" option will appear with the tenth digit changed to "1". Now you have access to four super teams at the "Select Your Team" menu: USA, Canada, Williams Entertainment and the "99ers".

##### See Company Logos

Press **Z** at the Options menu to view the different company logos that appear on the sides of the rink during the game. This only works if you choose Options from the main menu, not while a game is in progress. You can also do this at some of the other menu screens, like the "Records" menu.

#### Wayne Gretzky's 3D Hockey '98

##### Secret Codes

All of the codes listed above for the original Wayne Gretzky's 3D Hockey will work in Wayne Gretzky's 3D Hockey '98 except for the "Invisible Players" code and the "Trade Players" code. (The ability to trade players is a standard option in the '98 edition, not a hidden feature.) Also, the "Access Super Teams" code will allow you to choose four historical NHL teams—the Hartford Whalers, Minnesota North Stars, Quebec Nordiques and Winnipeg Jets—instead of the "super" teams from the original game.

##### Wetrix

###### Change Floor Graphics

Play the game in Practice mode and complete all 16 practice rounds. Once you've done this, the main menu screen will have a red background. Now access the Options menu; you'll find a new option called "Floor." Highlight this option and press **A** repeatedly to cycle through the different floor textures; when you play a new game, the image on the floor will be the one you chose.

###### New Puzzle Pieces

After completing all the practice rounds, achieve a rating of "OK" in Classic Mode, Pro Mode and all of the different game types in the Challenge and Handicap modes. (The game icons will flash green after each successful completion.) Once you've done this, the main menu screen will have a green background. Now select any mode of play except Practice. In the sub-menu for each game mode you will see a blue water bubble icon. Press **A** to change the bubble into a rubber ducky; this allows you to play with new oddly shaped pieces, including triangles, shorter walls and large blocks.

###### Make Waves

Once you have earned the green background as described above, hold **C<sub>Y</sub>** at the main menu to create a waterspout—or **C<sub>Y</sub>** to create a vortex—which you can move around the screen with the analog stick.

# SUPER NINTENDO ENTERTAINMENT SYSTEM



(A)

## ACTRAISER

### Hidden 1-Ups

Create a rain shower in the woods located northeast of the lake in Bloodpool. After the storm, the villagers will uncover an artifact which they offer to you. This Source of Life works as a 1-Up which gives you an extra chance to fight evil. You'll also dig up a Source of Life in Kasandora. After washing away the sand in the north, uncover a pyramid, and create an earthquake. The walls of the pyramid will fall and reveal another 1-Up.

## ACTRAISER 2

### Special Passwords

Enter the password X x x x Y y y y Z z z z to battle the final boss from the original Acraiser.

Enter the password M F M J T V S Y F V P X to start at the final stage of the game with 38 lives in reserve.

Enter the password M T k M S k T k H N S H to see an ending sequence with a drawing of the game's designers.

## THE ADDAMS FAMILY

### 70 Lives

Enter the password BLKX8 to start with Uncle Fester, Granny, Pugsley and Wednesday, 72 lives and five hearts.

### End Password

Enter this password: BLS&P. Walk into the music room and play through the game's final stage.

### Hidden Bonus Room

After you lose your last life, head over to the door that says "Continue." Don't go through the door, but keep walking to the left and you'll enter a hidden bonus room where you can pick up four extra lives.

## THE ADVENTURES OF BATMAN & ROBIN

### Stage Tips

In Stage 3: Fowl Play, use the flashlight to see bombs on the floor when the lights are out.

In Stage 6: Perchance to Scream, use the gas mask to protect yourself from the Scarecrow's poison gas.

In Stage 7: Riddle Me This..., use the X-Ray Goggles to find the fake walls, which can be blown open with the plastic explosives. The answer to the Minotaur's riddle is "H.B."—Batman will explain what it means.

### Cheat Passwords

Each of the following passwords will start you out with nine lives and three continues.

Stage 2: No Green Peace

▲●●●/■■■■■■/●●●●/■■■■■■

Stage 3: Fowl Play

●●●●/●●▲■■■■■■/●●●●/●●●●

Stage 4: Tale of the Cat

●●●●/●●●●/■■■■■■/●●●●/■■■■■■

Stage 5: Trouble in Transit

—■■■■/●●●●/●●●●/●●●●/●●●●

Stage 6: Perchance to Scream

—■■■■/●●●●/●●●●/●●●●/■■■■■■

Stage 7: Riddle Me This...

■■■■/●●●●/■■■■■■/●●●●/■■■■■■

## Stage 8: The Gauntlet

●●●●/\_▲■■■■■■/●●●●/\_▲■■■■■■/●●●●

## AERO FIGHTERS

### Endurance Mode

At the Player Select screen, hold the R button, then press A, Left, Y, Right, X, Down, B, Up on Controller 2. You'll play a special version of the game in which you face all of the bosses.

## AERO THE ACRO-BAT

### Five Continues

Press X, Y, B, A, X, A, B, Y, Up, L at the title screen.

### Nine Continues

Press X, Y, B, A, X, A, B, Y, Up, R at the title screen.

### Level Select/Skip

At the Start/Options screen, press D, A, D, Y, D, A, D, Y and listen for the machine gun. Then, at any time during the game hit START to pause, then press Up, X, Down, B, Left, Y, Right, A, L, R. A jingle will sound. Now you can skip any stage by pressing the SELECT button while the game is paused. To access the level-select menu, press SELECT while the game is paused to skip as described above. Then, when the Bonus Point Countdown screen appears, press the R button and hold it down. The level-select screen will then appear.

### Infinite Stars/No Enemy Collisions

To enable extra cheats, enter the code L, R, X, B, Left, Up, Right, Down, Y, A at the level-select screen. This gives you a modified level-select menu with added options.

To get infinite stars, press A, Y, L, Up, Down, R, A, Y, Right, Left at the modified stage-select menu. Now the "Infinite Stars" option can be turned on and off.

To get the "No Enemy Collision" option to work, press Down, A, Y, R, Y, B, Up, L, Y, A at the modified stage-select screen.

## ALIEN 3

### Passwords

Level 2: QUESTION

Level 3: MASTERED

Level 4: MOTORWAY

Level 5: CABINETS

Level 6: SQUIRREL

## ALIEN VS. PREDATOR

### Stage Select

At the title screen, press SELECT to access the "Config Mode," then press START. Next, at the Option Menu, hold buttons X, A, L and R on Controller 2 and press START on Controller 1. A hidden Stage Select menu will appear.

## ALADDIN

### Stage Select

At the Options Screen quickly enter L, R, START, SELECT, X, Y, A, and B on Controller 2. You'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press

Left or Right on Controller 1 to select stages.

## ANIMANIACS

### Studio Password

Ralph, Ralph, Brain, CEO

Wakko, Pinky, Dot, Yakko

Dot, Nurse, Brain, Dot

Studio & Sci-Fi Password

Brain, Dot, Brain, Dot

Ralph, Nurse, Wakko, Dot

Yakko, CEO, Pinky, Wakko

Studio, Sci-Fi & Fantasy Password

Ralph, Wakko, Pinky, Nurse

Yakko, Dot, Wakko, Dot

Dot, Nurse, Yakko, Dot

Studio, Sci-Fi, Fantasy & Aquatic Password

Nurse, Nurse, Brain, Ralph

Dot, Brain, Yakko, Dot

Yakko, CEO, CEO, Wakko

Studio, Sci-Fi, Fantasy, Aquatic & Adventure Password

Pinky, Dot, Nurse, Pinky

CEO, Wakko, Ralph, Brain

Nurse, Brain, Brain, Yakko

## ARCA NA

### Stage Select

At the title screen, press Down, SELECT, SELECT, X, Y, SELECT, SELECT, L, R, SELECT, SELECT, Left, Right, Up, then press A to start on Stage 2, B to start on Stage 3, X to start on Stage 4 or Y to start on Stage 5.

### Sound Test

At the title screen, hold L, R and B, then press START.

## ART OF FIGHTING

### Skip to Credits

Begin a new game, then select the Story Mode. When the game starts, press SELECT to pause, then press Up, X, Left, Y, Down, B, Right, A, L and Y on Controller 1.

(B)

## BASS MASTERS CLASSIC: PRO EDITION

### Passwords

Amateur Circuit, Lake Calabasas, Day 3:

0 L F B B L L B

B B L K F 4 T F W

N 8 P G B B B B G

Pro Circuit, Lake Calabasas, Day 3:

1 M 0 C V B L B B

B N L H S B 0 4 3

L V S Q B C 0 B H

## BATMAN FOREVER

### Super Cheat

At the Game Start screen, press Left, Up, Left, Left, A, B, Y. You'll get access to a stage-select option and start with all of the gadgets; you'll also be able to choose the Riddler as your character in practice mode.

## BATMAN RETURNS

### Extra Continues

Go to the Option screen and highlight the "Rest" option. On Controller 2, press Up, X, Left, Y, Down, B, Right, A, Up and X.

### Nine Lives

At the Option screen, use Controller 2 to enter Up, Up, Down, Down, Left, Right, Left,

Right, B, A. A song will confirm proper execution. Using Controller 1, highlight the "REST" option and adjust it to nine.

## BATTLECLASH

### Increased Difficulty

Simultaneously press SELECT and the L button at the title screen.

## BATTLETOADS/DOMINION TEAM: THE ULTIMATE TEAM

### Stage Select

Press Up, Down, Down, Up, X, B, Y, A at the character select screen. Pick a character, and you'll be sent to the Mega Warp screen to choose a starting level all the way through Stage 7. You'll also start with ten lives instead of three.

## BATTLETOADS IN BATTLEMANIACS

### Extra Lives and Continues

At the title screen, hold A, B and Down and press START. A flash of red will appear on the screen that shows the Battletoads flag. You can now start the game with five lives and five continues.

## BEST OF THE BEST CHAMPIONSHIP KARATE

### Kumite Warp

At the title screen, press START to go to the Main Menu. Place the cursor over "Option" and press SELECT. Select "Password" in the top left corner and enter the password 2 R H T 2 5 5 4 5 7 K. Your character's attributes will be at 99%. Return to the Main Menu and select Ivanov as your opponent. Once you defeat him, you can enter Kumite mode. Select the "PAD vs. SNES" box until both characters appear the same. Defeat the mirror image so that all the opponents from the regular tournament will appear in the Kumite.

## BIKER MICE FROM MARS

### Extra Difficulty Setting

At the title screen/main menu, grab Controller 2 and press Up, X, Left, Y, Down, B, Right, A, Up, X. You'll hear Karbunkle laugh to confirm the code. Now start the game, either the Main Race or Battle Mode; when you reach the menu where you choose the difficulty setting, you'll find that there is a new "Super Hard" difficulty option.

## THE BRAINIACS

### Passwords

Level 5—X B A Y B A

Level 10—A Y A A A B

Level 15—B B X B Y A

Level 20—B B Y Y A X

Level 25—A X Y A A B

Level 30—Y X B Y A A

Level 35—X A Y X B X

Level 40—X A A B B A

Level 45—Y X A B X Y

Level 50—B Y A X Y Y

Level 55—B Y B X A X

Level 60—X B Y A B A

Level 65—A B Y A X X

Level 70—B Y Y B X B

Level 75—Y X X A X X

Level 80—A X A B X Y

Level 85—B B A A Y A

Level 90—Y Y S Y B Y



## Level 95—BABY XY

## BRAWL BROTHERS

## Change Title Screen

When the Jaleco logo appears, press B, A, X and Y repeatedly. When you hear the sound of a sword slash, press START. As the screen changes press Down, Down, Down and START. Exit the Option screen to view the game's original Japanese title screen.

## BRUTAL

## Boss Code

Press X, A, B, A, Left, A at the title screen. Now you can choose to play as the Dali Llama.

## BUBSY II

Enter each of the following codes at the title screen. You will hear a noise to indicate that you've done the code correctly.

## All Levels Complete

Up, A, A, Down

Jump Frenzy

B, A, B, Y

99 Diving Suits

B, Left, Up, B

99 Portable Holes

Right, Up, SELECT, SELECT

99 Smart Bombs

X, X, Up, Down, X

99 Nerf Ballzooka Shots

B, A, Left, Left

50 Lives

B, Up, B, SELECT, Y

Invincibility

X, A, B, Y, Up, Down



## CACOMA KNIGHT IN BIZYLAND

## Secret Cheat Menu

At the player select screen—the one that says "1P VS COM," etc.—press Up, Up, Down, Down, Right, Left, Right, Left, B, A on Controller 1. You'll hear a bell, and a "Special Presents" menu will appear. Now you can set the number of lives or credits and choose a starting stage.

## CASTLEVANIA: DRACULA X

## Level 2 Password

Axe, Holy Water, Axe

Axe, Axe, Holy Water

Fire, Holy Water, Holy Water

## Level 3 Password

Fire, Axe, Holy Water

Fire, Holy Water, Heart

Axe, Holy Water, Heart

## Level 5 Password

Holy Water, Heart, Fire

Fire, Holy Water, Axe

Holy Water, Heart, Heart

## Alternate Level 5 Password

Axe, Holy Water, Fire

Fire, Holy Water, Holy Water

Axe, Holy Water, Holy Water

## Level 6 Password

Axe, Holy Water, Fire

Holy Water, Axe, Axe

Heart, Fire, Heart

## Alternate Level 6 Password

Axe, Axe, Axe

Holy Water, Axe, Holy Water

Axe, Fire, Heart

## Level 7 Password

Heart, Axe, Holy Water

Fire, Fire, Heart

Axe, Holy Water, Fire

## CLAY FIGHTER

## Play as the Boss

Play a one-player game until you reach N. Boss, then intentionally lose both rounds. After the game ends, wait for the Option screen to appear, then select the "Vs. Battle" option; Player 2 will be controlling N. Boss.

## CLAY FIGHTER TOURNAMENT EDITION

## Tiny Characters

Select "Tournament" mode and choose a four-player "Double Elimination" game. Choose the following characters and change their names as shown:

Player 1: Bad Mr. Frosty—change name to POSSE

Player 2: Bad Mr. Frosty—change name to JASON A

Player 3: The Blob—change name to STEVE C

Player 4: Taffy—change name to JOHN S

Start the game and the fighters will be super small.

## CLAY FIGHTER 2: JUDGMENT CLAY

## Random Select

At the player-select screen, hold the L and R buttons to make the computer choose your fighter at random.

## Turbo Play Mode

At the Game Start screen, hold the Y button and press L, L, R, Down, Left, R. Now you can turn the speed up to 10 in the Options menu.

## Secret Characters

To access a secret character, you must enter the appropriate code shown below at the Game Start/Vs Mode/Tournament/Options screen.

## Butch

Hold the L button and press X, R, A, X, R, R.

## Ice

Hold the B button and press Up, L, L, Right.

## Slyck

Hold the Y button and press L, L, Up, Left, R.

## Spike

Hold the R button and press X, B, B, A, Y, Left, A.

## Peel/good

Hold the D-pad diagonally in the Down/Left position and press B, Y, Y, A, Y.

## Sarge

Hold the X button and press L, L, Up, Down, Left, Down.

## Jack

Hold the D-pad Up and press X, A, R, R, Y, A.

## Thunder

Hold the D-pad diagonally in the Up/Left position and press Y, B, X, B, B, X, A.

## COLLEGE SLAM

## Secret Teams

At the College Slam title screen—while the words "Press Start" are flashing—press Up, Down, Left, Right, Up, Down, Left, Right, Down, Right. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palms Springs"; you'll find a new option called "Edit Fraternity" that allows you to change the Greek letters on the team insignia.

## Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats:

## Power-Up Goaltending

Down, Down, Down, Up, Up

## Power-Up Fire

Left, Right, Left, Right, Up, Down, Down

## Power-Up Dunks

Down, Up, Down, Up, Up, Down, Up

## Whirlwind

Up, Right, Down, Left, Up, Right, Down

## Extra Continues

At the title screen, highlight the word "Option" and then press and hold Up, L, R and START to begin the game. When you're killed and reach the "Continue?" screen, you'll find that the number of credits has doubled, from three to six.

## Napalm Gun

When the game starts, hurry through the first level without shooting or punching anything—your score must be zero when you reach the "power unit." Next, destroy the power unit without hitting the gun turrets on the left and right. Your score should read "2800" when you finish off the power unit. At the start of the second stage, cycle through your available weapons with the X button and you'll find that you have acquired a super-powerful "Napalm" gun.



## DAFFY DUCK IN THE MARVIN MISSIONS

## Extra Lives

To receive 50 extra ducks, begin a new game. When the screen reads "Where there's duck, there's fire," press Left, Left, Right, Right, Up, Down, Y, A, B and X.

## DARIUS TWIN

## Extra Ships

Move the cursor to point to the desired number of players. Hold L and R on Controller 2, hold SELECT on Controller 1 and press START on Controller 1. You will start with 49 ships in reserve.

## THE DEATH AND RETURN OF SUPERMAN

## Cheat Mode

Go to the "Sound Test" at the Game Options menu and listen to the following sounds in order: OB, 29, 2C and 05. Exit the Options

menu and start the game. When you get into trouble, press A + B + X + Y to refill your lives, energy and special attack. To skip to the next level at any time, hold A + B + X + Y and press SELECT.

## DEMON'S CREST

Ultimate Gargoyle Password  
QFFF KNRR DDLR XGTQ

## DESERT STRIKE

## Passwords

Level 2—3 Z J M Z T 7

Level 3—K 3 L 2 L 8 2 R

Level 4—J R 8 P 8 M 8

Level 5—F 9 N 5 C J 8

Start with 10 lives—B S 9 J S 2 7

## DINO CITY

## Passwords

Final Level—8 S S 9 E 5 0 H 4 H 4

Note: The "E" should be reversed.

## DONKEY KONG COUNTRY

## 50 Lives

Highlight "Erase Game" and enter the code B, A, R, R, A, L (BARRAL). You'll hear a chime.

## Music Test

Highlight "Erase Game" and enter the code Down, A, R, B, Y, Down, A, Y (DARBY DAY). You'll hear a chime. Use the SELECT button to cycle through the sounds.

## Two Player Competition

Highlight "Erase Game" and enter the code B, A, Down, B, Up, Down, Down, Y (BAD BUDDY). You'll hear a chime. Now you can steal the character control from your partner at any time during the game.

## Practice Bonus Rounds

Enter Down, Y, Down, Down, Y (DYDDY) during the game's intro.

## DONKEY KONG COUNTRY 2: DIDDY KONG'S QUEST

## Music Test

At the "Select Game" menu, choose an empty save slot as if you were about to start a new game; then, when the player select menu comes up, highlight "Two Player Contest" and press Down very quickly five times. The Music Test will appear.

With this option highlighted, you can enter cheat codes that will allow you to modify the game as follows:

"YA SAD LAD"—Highlight "Cheat Mode" and press Y, A, SELECT, A, Down, Left, A, Down;

you'll hear a tone and a monkey noise to confirm the code. Now you'll start the game with 50 lives.

"BARRAL AX"—Highlight "Cheat Mode" and press B, A, Right, Right, A, Left, A, X; you'll hear a tone and a monkey noise to confirm the code. Now start the game and you'll find that you have both Diddy and Dixie at the beginning of every stage—but all of the "DK" barrels have been removed from the game.

"75 Kremcoins"

Enter the game's first stage, "Pirate Panic"—it doesn't matter if you do this in a new game or a saved game. Walk to the right until you see the entrance to K. Rool's cabin. Watch out for the two bananas on the ground right in front of the door; you must avoid these two bananas throughout the entire sequence, or else the trick will not work. Walk inside the cabin, but do NOT touch the red 1-Up balloon; just walk out immediately. Back outside, you must carefully jump over the two bananas without touching them. Now go to the right and grab the first bunch of bananas you

see on top of a set of barrels. Next, get back into the cabin without touching the two bananas in front of the door. This time, grab the red balloon and exit. Finally, go back to the barrels again and grab that same bunch of bananas, returning to the cabin without touching the two bananas in front of the door. When you enter, you'll find a spinning coin that gives you incredible 75 Kremcoins. Now you can access the Lost World through Klubba's Kiosks on any part of the island.

## DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE!

## Play With Blocks

At the "Game Over" screen, wait for the song to finish playing, then you can make the blocks jump up and play musical notes by pressing the L, R, A, B, X or Y buttons.

## Cheat Passwords

At the "Select Game" menu, highlight the saved game you want to play in and press L, R, L, R, R, L, R, L, R. The words "Enter Code" will appear at the top of the screen and the name of your saved game will turn into a password entry menu. Enter one of the following code words; you'll hear Dixie giggle if a code has been entered properly. When you start from that saved game slot, your game will be affected as follows:

LIVES—Enter this password to start the game with 50 lives.

ASAVE—with this code in place, your game will automatically be saved after you complete each level without having to go visit Wrinkly Kong.

COLOR—This code makes Dixie's clothes purple and Kiddy's pajamas green; it also changes the colors of the flags that mark each completed level accordingly.

HARDR—This code is supposed to make the game more difficult, but we haven't figured out how it works just yet.

TUFST—Entering this password makes the game harder by removing all of the continue barrels from each level. If you play the full game with this code in place, you can get up to a 105% completion rating.

MERRY—This code changes the music in all of the game's bonus stages to a Christmas motif; it also changes the stars and bananas in the bonus stages to ornaments and presents.

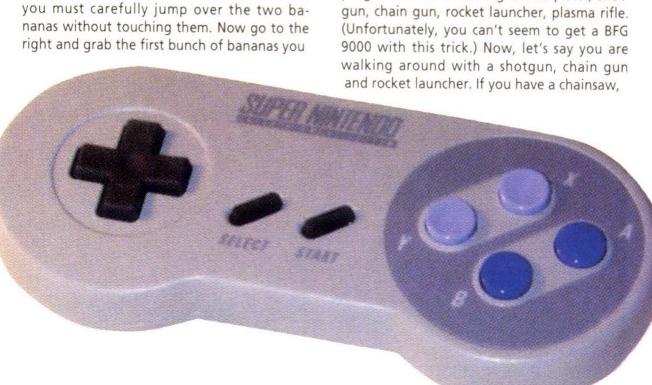
MUSIC—Enter this code to access the secret "Dixie Kong's Music Test" screen, which allows you to sample all of the background tunes from the game.

WATER—Enter this code, then start the game. Swim in the water to the left of Funky's Rentals without any vehicles and go up to the waterfall on the left side of the map. When you touch it, you'll discover a secret puzzle cave that's just like the caves where you find banana birds. If you repeat the sequence correctly, you'll be rewarded with up to 85 bonus coins, enough to pay Boomer Bear to blast away all of the obstacles in the lost world of Krematoa.

## DOOM

## Chainsaw Trick

With a chainsaw in your inventory, strange things can happen—namely, if you fire every round of ammunition for one of your weapons, the game will usually give you a new, more powerful weapon by mistake. Here's how it works: When one of your weapons runs out of ammo, the game is supposed to switch to a different weapon in your possession. However, once you've picked up a chainsaw, the game's logic gets screwed up. For some reason, running out of ammo can grant you the next most powerful weapon that's missing from your arsenal. The weapons progress in the following order: pistol, shotgun, chain gun, rocket launcher, plasma rifle. (Unfortunately, you can't seem to get a BFG 9000 with this trick.) Now, let's say you are walking around with a shotgun, chain gun and rocket launcher. If you have a chainsaw,



Super NES tips





make your way into the bonus area. A Moai Statue is the bonus area entrance in Stage 4. Make sure that none of the Power-Ups are highlighted on the bar at the bottom of the screen and fly into the back of the Moai.

**Random Weapon Select**

At the Weapon Select screen, press Right on the D-pad to enter Edit Mode. Press X, Y, X, Y, X, Y on Controller 1.

**Demo Mode**

Extend the length of the introductory demo by holding A at the title screen. Continue to hold A, and you'll also be able to see the entire first stage of the Arcade Mode up to and including the Boss.

**30 Extra Ships**

At the title screen, press and hold L and then press A, A, A, START.

**Full Power-Up**

Press START to pause, then press Up, Up, Down, Down, L, R, L, R, B, A and START to unpause.

**System Reset**

Hold L, R and START, then press SELECT to reset the machine without pressing the RESET button.

**HAGANE****Infinite Continues**

Go to the configuration screen. Highlight the Music option and play 9, 8, 7, and 6 in that order.

**HOLE IN ONE GOLF****Super Clubs**

Enter your name as "METAL \* PLAY" to play with a set of super golf clubs.

**HYPER ZONE****Sound Test**

At the title screen, push and hold both the L and R buttons. Select any music or sound by pressing Left or Right, then hitting A.

**THE IGNITION FACTOR****Level Warps**

To start at any stage, hold the L or R button on Controller 2 when you start the game with Controller 1. Holding R will give you access to the McGlone Mine, Dino Park or Whitney Appliances scenarios; hold L to gain access to the Gemini Towers, Shylock Center or Paris Mine stages.

**Secret Level**

If you hold both the L and R buttons on Controller 2 when you start the game with Controller 1, you'll be able to play an entire hidden level that's based on the Deutschland Moldavia headquarters stage from *The Peacekeepers*, another Jaleco game for the Super NES.

**IZZY'S QUEST FOR THE OLYMPIC RINGS****Stage Select**

During the game, press START to pause, then press Left, Down, Down, Left, Right, Down. Now press the RESET button on the Super NES; when the game returns to the main menu, go to the Option screen to find a new stage-select option.

**JAMES BOND JR.****Level Passwords**

Level 3—0007

Level 4—3675

Level 5—9025

Level 6—1813

Level 7—3353

**JIM POWER: THE LOST DIMENSION IN 3-D****Super Options**

At any time during the game, enter the following codes on Controller 2: X, A, B, Y, A, B, Y, X, B, Y, X, A, Y, X, A, B. To set your keys to nine, press Left. To set your bombs to nine, press Down. To set your lives to nine, press Up. To warp to the next level, press the L button.

**JOHN MADDEN FOOTBALL****Password**

Championship Game—B B B B 5 G S H G H

**JUDGE DREDD****Stage Select + Energy Gain**

When you first turn on the Super NES, you'll see a copyright screen with tons of tiny white words on a black screen. Quickly spell the word "LUXURY" on Controller 1 by pressing the following buttons: Left, Up, X, Up, Right, Y. You'll see the names of some of the game's creators near the bottom of the screen in green, then you'll be taken to the Vid-Com screen, where you'll be given a warning from the Justice Department about using cheats. When the screen says "Say No to Cheats," press Y and A together; you'll get a message that says, "Level Select Activated". Next, press X and B together to get a message that says "Energy Gain Activated". Now start the game. Notice that whenever you get injured, your health meter refills automatically all by itself, making it a snap for you to progress through each stage. If you're really impatient, just press the SELECT button at any time during the game (except while paused) to bring up the top-secret stage-select menu.

**THE JUNGLE BOOK****Level Select/Cheat Mode**

At the Virgin logo, quickly press Up, Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up, Y. Now go to the Start/Options screen and enter the Options menu. You'll find that there is now a level select and a "Cheat" option.

**JURASSIC PARK II****Infinite Continues**

At the Mission Select screen, press L, L, L, R, R, R, L, R, R, L, R, L, R, R, L, R, R, R. Now you can continue the game indefinitely.

**KABLOOEY****Password**

Level 130—D F M Q

**KEN GRIFFEY JR.'S WINNING RUN****Secret Cheats**

The following codes will only work in two-player mode:

- Max Ability—Pause the game and press A, Right, Down, Left, A, Down, SELECT. This will power-up your team's players for the current half-inning.

- Slow Down—Pause the game and press Left, A, Right, Down, Y, SELECT. This will slow down the opposing team's players for the duration of the current half-inning.

- Randomize Pitches—While batting, pause the game and press Left, Y, A, Right, SELECT. This will change your opponent's pitches to random throws for the duration of the current at-bat.

- Super Pitches—While pitching, pause the game and press B, A, Down, B, A, Left, Left, SELECT to supercharge your pitches for the duration of the current at-bat.

- Instant Home Run—if your current batter is one of the eight players who appear in the game's Home Run Derby mode, pause the game and press B, Y, B, Y, SELECT; any fair ball hit during the current at-bat will be a home run.

*Night Games*  
In a one- or two-player game, press START to pause, then press SELECT, Down, A, Y, START. The next time the camera angle changes to the overhead view, the game will change to a night game. If it's already a night game, this code makes it daytime again. This only works in outdoor stadiums.

**KENDI RAGE****Stage Select**

Press START at the title screen. When the words "GAME START" and "CONFIGURATION" appear, press X, Y, A, B, X, Y, A, B, START. The "Special Presents" menu will appear, allowing you to choose your starting stage.

**KILLER INSTINCT****Boss Code**

Choose Cinder as your character; then, at the "Vs." screen—the one that shows both characters' portraits just before the fight begins—hold Right on the D-pad and quickly press QUICK PUNCH, QUICK KICK, FIERCE PUNCH, MEDIUM PUNCH, MEDIUM KICK and FIERCE KICK. (In the default control configuration, that would be L, R, X, B, Y, A.) You'll hear the announcer say, "Eyedol!" When the fight starts, you'll be playing as the boss.

**Speed Codes**

There are four different "speed" codes; each of them consists of several buttons that must be held down at the "Vs." screen just before the fight begins. If you've entered the code correctly, you'll hear a punching sound that's exactly like the sound the game makes when you pause it during a battle. Note that in two-player mode, both players must enter the codes in order to make them work.

Slow Speed: Hold Left + R + A + B

Fast Speed: Hold Right + L + X + Y

Faster Speed: Hold Right + R + A + B

Fastest Speed: Hold Left + L + X + Y

**Easy Combo Breakers**

At the "Vs." screen, hold Down on the D-pad and press START; you'll hear the announcer say, "C-C-C-Combos breaker!" Now you can break out of combos with any strength button, not just the specific counterpart to the button your opponent started his or her combo with.

**Stage Select/Music Select**

When choosing a fighter at the character-select screen, hold the D-pad Up or Down with the specific buttons as shown below; the button you press will also choose your character, so be sure the fighter you want is highlighted when you do the code. In a two-player match, the first person to pick his or her character gets to select the stage; the second player to choose a fighter can select the music they like according to the same button combinations used for the stage select, as follows:

Up + L—Ice Temple

Up + R—Castle Roof

Up + X—Ice Sculpture

Up + Y—Skull Room

Up + A—Desert Roof

Up + B—City Roof

Down + L—Canyon Bridge

Down + R—City Street

Down + X—Lava Pit

Down + Y—Bloody Arena

Down + A—Factory

Down + B—Fireplace

Down + B (on both controllers)—Sky Arena

**KING OF DRAGONS****Two-Player Same-Character Code**

Press Down, R, Up, L, Y, B, X, A at the Capcom logo. Now both players can choose the same warrior at the character-select screen.

**99 Continues**

Start a one-player game and let all of your character's lives run out. When you've finally kicked it, the "Continue?" prompt will appear; press START on Controller 1, and the Credit counter will read "01." Now you must let your lives run out a second time. When the "Continue?" prompt appears again, press START on Controller 2 to join in, but don't choose a character yet. Quickly press START on Controller 1 before the countdown expires, then finish choosing a character for Controller 2—when both characters are on the screen, you will see that you have 99 credits.

**KIRBY'S DREAM COURSE****Change Name**

To change your name without restarting the game, go to the Member screen and highlight the file to be changed. Press L, R and A simultaneously to get to the Name Entry screen.

**KRUSTY'S SUPER FUN HOUSE****Cheat Password**

Enter the password \_JOSHUA\_ to start the game with unlimited lives and all of the doors unlocked. (Make sure you put a space in the first and last positions of the password.) You can also get ten pies whenever you need them by pressing L + R simultaneously.

**LAMBORGHINI AMERICAN CHALLENGE****Password**

Start with \$6 Million—J F K B B B B B B B B B J F K

**THE LAWNMOWER MAN****Super Cheat Mode**

Press START to pause during a game, then press B, R, A, SELECT, SELECT, Y, A, B, Y, A, B, Next, press START to unpause. Tap the L or R button repeatedly to play in slow-motion.

**Stage Select**

With the cheat code in place as described above, press START during the game and press A, L, L while the game is paused. Next, press START to unpause, and you'll get the "Nigel Wayne Mode" menu, which allows you

to play any stage.

**Infinite Lives**

While the cheat mode is in effect, pause the game with the START button, then press R, A, SELECT, Y and START to continue playing. Notice that when your character is killed, your life counter will not be reduced.

**Stage Skip**

With the cheat code in place, you can skip to the end of any Virtual World stage by pressing the A button while the game is paused.

**LEGEND OF THE MYSTICAL NINJA****Passwords**

Level 2—▲ L I x I

Level 3—j-p Y ? N ?

Level 4—2 0 Y 7 ; 7

Level 5—\$ w h : J :

Level 6—x & T a > ▲

Level 7—k = R d R

Level 8—W d 3 + 3

Level 9—H — W N x N

**LEMmINGS****"Fun" Level Passwords**

Level 5: NCDKNGW

Level 10: SKFKNNB

Level 15: TLVLSW

Level 20: GMXCPWS

Level 25: LSQHQCS

Level 30: FWKBBSL

**"Tricky" Level Passwords**

Level 5: GJWDHMG

Level 10: RFPZFB

Level 15: JFLKJPX

Level 20: NNNFOPV

Level 25: SBCMSJS

Level 30: SRWGZXM

**"Taxing" Level Passwords**

Level 5: DXCOKRX

Level 10: BWCBKXJ

Level 15: WCBLDQX

Level 20: JLXJWNW

Level 25: RNMKXL

Level 30: WFCSHNT

**"Mayhem" Level Passwords**

Level 5: JHQTCD

Level 10: GVKKJL

Level 15: RWLTCQ

Level 20: PZQWRGP

Level 25: LTGNDXH

Level 30: ZTTGRFH

**"Sunsoft" Level Passwords**

Level 1: TPCWFMP

Level 2: WSJCLDX

Level 3: PVNRCMB

Level 4: HSQSQNV

Level 5: KCGHCNC

**LEMmINGS 2: THE TRIBES****Sound Test**

At the title screen, point to the knothole in the tree and press B. Press B repeatedly to hear different tunes.

**THE LOST VIKINGS****Level / Passwords**

Level 02: GR8T

Level 03: TLPT

Level 04: GRND

Level 05: LLM0

Level 06: FLOT

Level 07: TRSS

Level 08: PRHS

Level 09: CVRN

Level 10: BBLS

Level 11: VLCN

Level 12: QCKS

Level 13: PHRO

Level 14: C1R0

Level 15: SPKS

Level 16: JMNN

Level 17: TTRS

Level 18: JLLY

Level 19: PLNG

Level 20: BTRY

Level 21: JNKR

Level 22: CBLT

Level 23: HOPP

Level 24: SMRT

Level 25: V8TR

Level 26: NFL8

Level 27: WKYY

Level 28: CMBO

Level 29: 8BLL

Level 30: TRDR

Level 31: FNTM

Level 32: WRRL

Level 33: TRPD

Level 34: TFFF

Level 35: FRGT

Level 36: 4RN4

Level 37: MSTR



### MADDEN NFL '95

#### Expansion Teams

Before you begin a new game, go to the Game Setup screen and highlight either the Home or Visiting Team options. Press L, R, L, R, and A to play as the Jaguars, or press L, R, L, R, and Y to play as the Panthers.

### MADDEN NFL '96

#### Secret Teams

At the "Team Select" screen, enter one of the following codes while the '96 version of the indicated team is on the screen:

'75 Cardinals—Highlight the Cardinals, press A, B, B, A.

'80 Falcons—Highlight the Falcons, press L, Y, B, R, A.

'73 Bills—Highlight the Bills, press A, L, A, B, Y.

'85 Bears—Highlight the Bears, press Y, A, B, B, A.

'81 Bengals—Highlight the Bengals, press R, A, L, Y.

'65 Browns—Highlight the Browns, press A, L, R, B.

'78 Cowboys—Highlight the Cowboys, press B, A, R, B, Y.

'77 Broncos—Highlight the Broncos, press B, R, A, Y.

'62 Lions—Highlight the Lions, press B, A, R, R, Y.

'67 Packers—Highlight the Packers, press B, A, Y, B, A, L, L.

'80 Oilers—Highlight the Oilers, press A, R, A, B, Y, A.

'68 Colts—Highlight the Colts, press B, A, L, B, A, L, L.

'69 Chiefs—Highlight the Chiefs, press B, L, L, Y, R, A, Y.

'72 Dolphins—Highlight the Dolphins, press L, R, B, B, B.

'76 Vikings—Highlight the Vikings, press B, R, A, L, L.

'85 Patriots—Highlight the Patriots, press R, A, Y, B, A, R, Y.

'79 Saints—Highlight the Saints, press Y, A, L, L.

'86 Giants—Highlight the Giants, press L, B, L, A, R, R, Y.

'68 Jets—Highlight the Jets, press A, R, R, A, Y.

'77 Raiders—Highlight the Raiders, press B, Y, B, Y, L, A.

'60 Eagles—Highlight the Eagles, press A, L, L, Y.

'78 Steelers—Highlight the Steelers, press L, A, Y, B, R.

'68 Rams—Highlight the Rams, press B, A, R, L, Y.

'81 Chargers—Highlight the Chargers, press A, Y, R, B, A, L, L.

'84 49ers—Highlight the 49ers, press B, A, Y, A, R, Y, A.

'78 Seahawks—Highlight the Seahawks, press A, L, A, R.

'79 Buccaneers—Highlight the Buccaneers, press Y, A, R, R.

'82 Redskins—Highlight the Redskins, press L, Y, B, R, L.

NFLPA Free Agents—Highlight the Panthers, press Y, B, R, A, R, Y.

Tiburon Gotcha—Highlight the Jaguars, press A, Y, B, A, B, Y.

EA Sports—Highlight the All-Madden team, press B, A, L, L, SELECT.

**15-Second Quarters**

To play a super-short game with just one minute on the clock, go to the "Game Setup" menu and highlight the "Quarter Len." option, then press Y, A, Y, A, R on either Controller 1 or 2. The quarter length will be set to a mere 15 seconds.

**Super Bowl Win Screen**

To see a sneak preview of the victory ending that appears when you win the Super Bowl, go to the "Game Setup" menu and press A, Y, A, Y, L.

**Reset Game Stats**

To access a programmer's secret debugging screen, hold the START, SELECT, L, R and A buttons on Controller 2 while turning the game on. Once you're at the hidden "Gamepak Stats" screen, you can clear the battery-backed memory by pressing Down, B, Y, L and R simultaneously; this will erase all of your records and stats, which is a good way to make your older brother really mad.

### MADDEN NFL '97

#### Super Bowl Win Screen

To see a sneak preview of the victory ending that appears when you win the Super Bowl, go to the "Game Setup" menu and press A, Y,

### A, Y, L.

#### Defeat Salary Cap

If you're trying to make a trade and you see a message from the commissioner telling you that your trade exceeds the NFL salary cap, press Y, A, SELECT, A to bypass the salary cap restriction and approve the trade.

#### Secret Teams

At the "Team Select" screen in Play Now mode, enter one of the following codes while the '97 version of the indicated team is on the screen:

'75 Cardinals—Highlight the Cardinals, press Y, R, A, L, L.

'80 Falcons—Highlight the Falcons, press A, L, Y, R, Y.

'73 Bills—Highlight the Bills, press A, L, A, B, Y.

'85 Bears—Highlight the Bears, press B, L, A, R, B.

'86 Browns—Highlight the Browns, press Y, A, B, A.

'81 Bengals—Highlight the Bengals, press R, A, L, Y.

'65 Browns—Highlight the Browns, press A, L, R, B.

'78 Cowboys—Highlight the Cowboys, press B, A, R, Y.

'77 Broncos—Highlight the Broncos, press B, R, A, Y.

'62 Lions—Highlight the Lions, press B, A, R, R, Y.

'67 Packers—Highlight the Packers, press B, A, Y, B, A, L, L.

'80 Oilers—Highlight the Oilers, press A, R, A, B, Y, A.

'68 Colts—Highlight the Colts, press B, A, L, B, A, L, L.

'69 Chiefs—Highlight the Chiefs, press B, L, L, Y, R, A, Y.

'72 Dolphins—Highlight the Dolphins, press L, R, B, B, B.

'76 Vikings—Highlight the Vikings, press B, R, A, L, L.

'85 Patriots—Highlight the Patriots, press R, A, Y, B, A, R, Y.

'79 Saints—Highlight the Saints, press Y, A, L, L.

'86 Giants—Highlight the Giants, press L, B, L, A, R, R, Y.

'68 Jets—Highlight the Jets, press A, R, R, A, Y.

'77 Raiders—Highlight the Raiders, press B, Y, B, Y, L, A.

'60 Eagles—Highlight the Eagles, press A, L, L, Y.

'78 Steelers—Highlight the Steelers, press L, A, Y, B, R.

'68 Rams—Highlight the Rams, press B, A, R, L, Y.

'81 Chargers—Highlight the Chargers, press A, Y, R, B, A, L, L.

'84 49ers—Highlight the 49ers, press B, A, Y, Y, R.

'78 Seahawks—Highlight the Seahawks, press A, R, R, Y.

'79 Buccaneers—Highlight the Buccaneers, press R, R, L, L, SELECT.

'82 Redskins—Highlight the Redskins, press B, L, R, R.

NFLPA Players Inc.—Highlight the All-Madden team, press A, L, L, A, L, L.

Tiburon—Highlight the Jaguars, press SELECT, Y, SELECT, R, L.

EA Sports—Highlight the Panthers, press L, A, R, Y.

**MAGIC SWORD**

#### Secret Menu

Highlight the word "EXIT" at the Option menu, hold START + L on Controller 2 and press START on Controller 1. You'll get a new option menu that allows you to increase your health and start on any floor up to the highest one you reached since you turned the game on.

### THE MASK

#### Cheat Menu

At the options screen, press A, B, X, Y, L, R, L, A, B. If you've done this correctly, you'll get a secret "Cheat Options" menu that allows you to give yourself unlimited lives, energy and morph ability. If you turn the "Level Selector" option on, you can skip stages at the level map screen by pressing the SELECT button.

### MAUI MALLARD IN COLD SHADOW

#### Passwords

Level 2—Q V R B L P

Level 3—C N F J T S

Level 4—P H M B T T

Level 5—N F X D Q H

Level 6—S X G D L J

Level 7—M D V C B Q

Level 8—H R T G D V

### SUPER NINTENDO

#### MECHWARRIOR 3050

##### Stage Passwords

Choose "Options" from the title screen, then select the Password entry screen and enter any of the following codes to start at different stages.

Mission 1—B M B R M N

Mission 2—G C 8 1 6

Mission 3—B G B N D

Mission 4—F S P R N G

Mission 5—Y H W X 1 1

#### Unlimited Ammo

Enter the password M 1 R 0 G 3; you'll automatically return to the title screen. Now start a game, and you'll find that your ammunition is never used up.

#### Invincibility

You must first enter each of the five mission passwords shown above as well as the "Unlimited Ammo" password; after entering each one, return to the password entry screen again and put in the next one. Once all of those passwords have been registered, return to the password menu a seventh time and enter the code M K W F L L. Now start a game, and you'll see that your mech's health meter will never register any damage.

#### Play as an Enemy Mech

Turn the game on and wait for the Tiburon Entertainment logo to appear. When it does, press Down on the D-pad, then A, then X. Next, go to the password entry screen and input the code X T R M 3 K. You'll be taken to a secret menu screen where you can choose to play the game as any of six different enemy mechs instead of the default MadCat.

### MEGA MAN VII

#### Hidden Versus Mode

Choose the password option from the title screen and enter the password 1 4 1 5 / 5 8 5 / 7 8 2 3 / 6 2 5 1. When all of the numbers/aces are in place, hold the L and R buttons on top of Controller 1 and press START. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a Street Fighter-style arena for two players. Mega Man's Arrow Slasher is ↓→ + Y and his Leg Breaker is ↓+ B. Bass' Buster Kick is →↓+ Y and his Sonic Crash (while jumping) is →→ + Y. Both fighters can block by quickly pressing Up twice.

#### Full Power Password

Enter the password shown above under "Hidden Versus Mode", but don't hold the L and R buttons when you start. You'll begin at Dr. Willy's Castle with all items and weapons fully charged.

### MEGA MAN X 2

#### Diagnostic Test

Hold the B Button on Controller 2 and turn on the SNES with Mega Man X 2 installed.

#### Dragon Punch

You must have all eight weapons, all eight Heart Tanks and all four Sub-Tanks to do this. Defeat Violen and Serges during the last portion of your quest. Once you have the option of going to Agile's level, DON'T DO IT. Head to the Flamin' Stag's domain (Volcanic Zone) to max out your Sub-Tanks and extra men. Once you have maxed everything out—including weapons—head to Agile's level. Play through this stage until you reach an area where there are two ladders, one of which you cannot reach. Head to the left of the ladder to attract a bat. Freeze the bat with the Crystal Hunter somewhere near the upper ladder (make sure you can reach it from the frozen bat). Climb up the ladder. Charge up your Speed Burner to its maximum. Jump to the right, then use the Speed Burner in mid-air to get over the spikes on the floor. Fall through an opening in the floor thereafter. Use the air dash for the next set of spikes. After that there's a really long drop. Cling to the right wall and use the Radar to find the invisible section in the wall. The Dragon Punch power-up will be waiting for Mega Man. The Dragon Punch can only be used when Mega Man's health is full. Perform the Dragon Punch with →↓+ Y + Y.

### MEGA MAN X 3

#### Chip Enhancer

You must have all eight Heart Tanks filled, all four Sub-Tanks filled, all four robot suits and the Dash Boots, Mega Buster, Armor and Sensor/Helmet upgrades to do this, and you can't do it with Zero. Go through the first stage of Dr. Doppler's lab until you reach a pit in the part where spiked balls are falling down from above. Jump into the pit and cling to the left wall; sliding down, you'll find a hidden tunnel

that leads to Dr. Light. He'll give you a special chip enhancer and all four enhancement chips; now you can use all four chips at once instead of only being able to carry and use one chip at a time.

#### Get Zero's Weapon

Play through the first stage of Dr. Doppler's lab, then play as Mega Man only during the second stage. When you find the door that leads to the robot boss, switch to Zero, then enter and defeat the robot boss. Zero will be damaged during the battle and will give you his special weapon.

### METAL COMBAT: FALCON'S REVENGE

#### Enter Your Name

At the title screen, press L, A, B, then L again. A "Name Entry" screen will appear; enter your name and that's what your partner will call you during the game.

### MICHAEL JORDAN: CHAOS IN THE WINDY CITY

#### Completion Passwords

Cells only—3 K 5 B G X 0 D R 9 X

Cells and Laboratory only—J G L 8 P K G H W T S

Cells and Factory only—T J Q 3 C D Q Z Z D

Cells, Laboratory and Factory—2 S Q Z 2 1 Z Y R H B

Cells, Laboratory and Factory with all captives rescued—T S M M H G B W 4 3 D

### MICKEY MANIA

#### Stage Select

At the Sound Test menu, set the Music to "Beanstalk 1" and the SFX to "Extra Try". Now highlight the EXIT option and hold the L button on top of Controller 1 for about seven seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

### MIGHTY MORPHIN POWER RANGERS

#### Passwords

3 8 4 7—Level 2

5 1 1 3—Level 3

3 9 0 4—Level 4

1 9 7 0—Level 5

8 6 2 4—Level 6

2 5 9 6—Level 7

0 4 1 1—Two-Player Battle #1

1 0 0 7—Two-Player Battle #2

1 2 1 2—Two-Player Battle #3

### MIGHTY MORPHIN POWER RANGERS: THE FIGHTING EDITION

#### Boss Code

To play as Ivan Ooze, choose the game's Fighting Mode. At the character-select screen, highlight any fighter, hold the X and Y buttons down and press START. Both players can use this code to play Ooze vs. Ooze battles.

### MIGHTY MORPHIN POWER RANGERS: THE MOVIE

#### Power-Up Code

At the title screen, press Up, Down, Left, Right, X, B, Y, A; the screen will flash if you've entered the code correctly. Now start the game and you'll see that you will start each level with your Power Ranger suit on instead of having to pick up the lightning bolt icons to earn it.

### MLB BASEBALL

#### Cheat Passwords

P W R P—activates "Power Pitching." All pitchers can now throw up to 40 MPH faster.

P W R H T—activates "Power Hitting." All batters have maximum power on every swing.

Z Z N G—activates "Turbo Throwing." This doubles the throwing speed of fielders.

V R R M—activates "Hyper Running." The running speed of all players is doubled.

R B B R—changes to a "Rubber Field." Balls bounce higher; lots of ground-rule doubles.

B R R R—Play on an "Ice Field." It doesn't look like ice, but the ball will roll forever.

X X X X—"Simulation Mode"; the computer is tougher to beat.

N N T H—Start in the bottom of the ninth with the home team down 4-0.

### MORTAL KOMBAT

#### Fatalities

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down

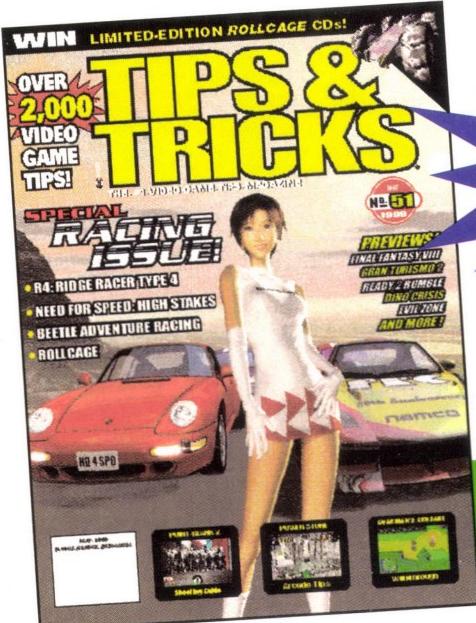
Johnny Cage—Forward, Forward, Forward, Y

Kano—Back, Down, Forward, B

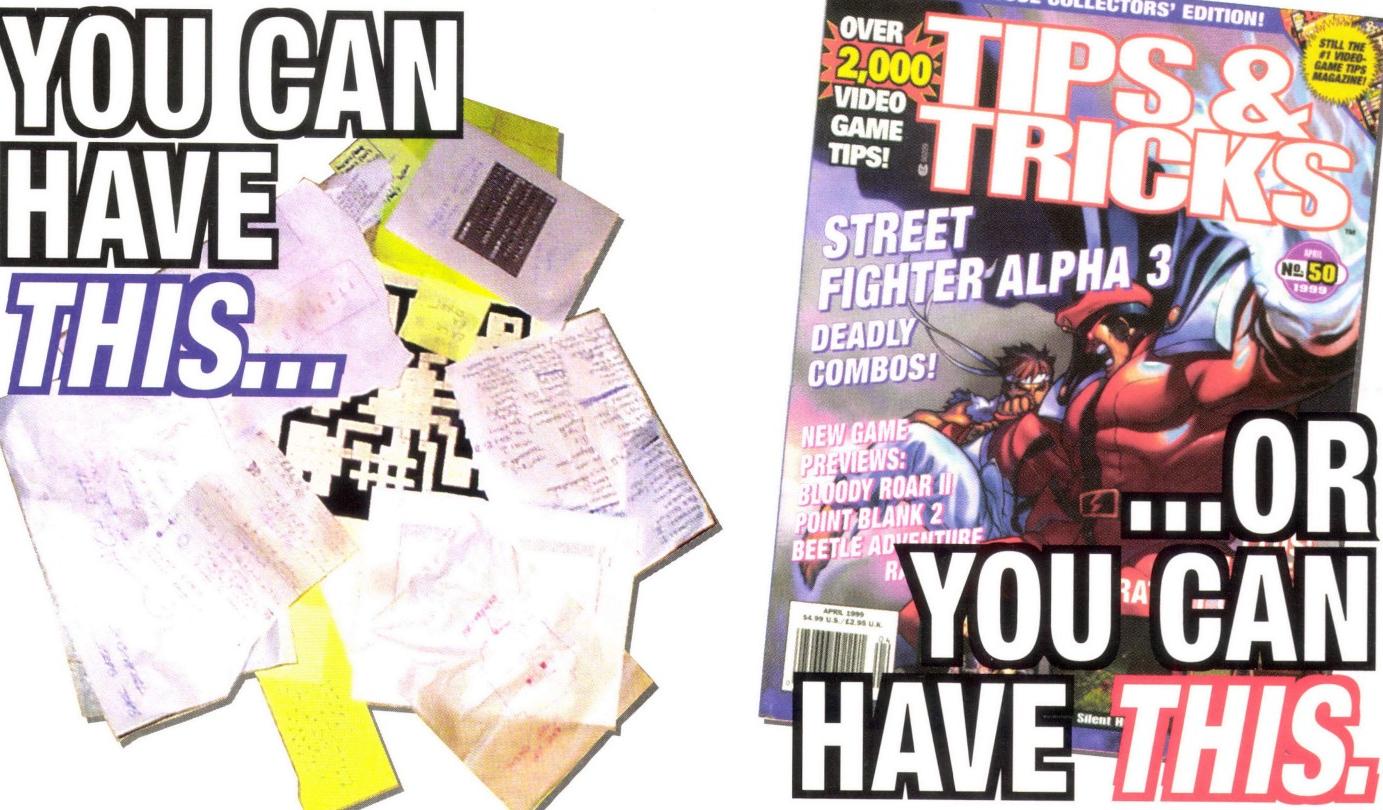
Rayden—Forward, Back, Back, Back, Y

Sub-Zero—Forward, Down, Forward, Y

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Sonya—Forward, Forward, Back, Back, R (Block)  
Scorpion—Up, Up (easier if you hold Block)

#### Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". During this battle, you must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile.

#### Bugs

In the first or second round of a battle, finish your opponent with a projectile attack (fireball, spear, etc.) at the end of the round. When the next round starts, you can throw the same projectile without touching the D-pad by pressing the last button you used to do the move.

Set the difficulty level to "Very Easy" and start a one-player game. Allow yourself to be defeated in every match until you reach the Hall of Champions stage. Now the computer character can throw you from any spot, even if they're all the way on the other side of the screen.

Perform Rayden's fatality on the third endurance stage in a one-player game; when Goro appears, he will be silver-colored and flashing.

#### MORTAL KOMBAT II

##### Endurance Mode

At the Start/Option screen, hold the L and R buttons on top of the controller and press START. You'll get a new set-up screen that says "Choose Your Fighters." Both players can choose four characters with which to fight; you can even choose the same four characters. Press SELECT to have the computer pick four characters at random. Once the eight fighters have been chosen, press START to begin the match, a two-player elimination battle.

##### Secret Introduction

Hold the L and R buttons on top of Controller 1 while turning on your Super NES with Mortal Kombat II plugged in. Continue to hold the buttons down until the Acclaim logo appears. You'll see a special intro.

Note: Each of the following special codes must be entered quickly at the character-select screen.

##### Near Invincibility + 1-Hit Opponent "Danger" Mode

Quickly press Down, Up, Right, Up, Left + SELECT at the character-select screen.

##### 30 Credits

Quickly press Left, Up, Right, Down, Left + SELECT at the character-select screen. Repeat whenever necessary to refill your credits.

##### Extra Fatality Time

Quickly press Up, Up, Left, Up, Down + SELECT at the character-select screen. You'll have 15 seconds to do a fatality instead of the usual five-second limit.

##### Go Directly to Shao Kahn

Quickly press Right, Up, Up, Right, Left + SELECT at the character-select screen.

##### Go Directly to Kintaro

Quickly press Up, Down, Down, Right, Right + SELECT at the character-select screen.

##### Go Directly to Smoke

Quickly press Up, Left, Up, Up, Right + SELECT at the character-select screen.

##### Go Directly to Jade

Quickly press Up, Down, Down, Left, Right + SELECT at the character-select screen.

##### Go Directly to Noob Saibot

Quickly press Left, Up, Down, Down, Right + SELECT at the character-select screen.

##### Disable Throws

Immediately after choosing your characters in two-player mode, hold Down and HIGH PUNCH on both controllers until the match begins.

#### MORTAL KOMBAT 3

##### Play as Smoke

At the copyright screen that appears when you first turn the game on, hold Left and A. When the Williams logo appears, release the buttons and hold Right and B. When the words "There is no knowledge that is not power" appear, release the buttons and hold X and Y. Continue to hold the buttons until the MK3 logo appears; Smoke will walk into the screen and you'll hear Shao Kahn say, "Outstanding!" Smoke is now a playable character in the one- and two-player modes.

##### Tournament Mode

At the main menu, highlight the word

"Start", hold the L and R buttons on top of the controller and press START. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold Up and press START for a random selection of all eight characters.

##### Sound Test

At the main menu, press A, Y, B, X. This adds a "Sound Test" option to the menu, allowing you to hear all of the music and effects in the game.

##### Kool Stuff Menu

At the main menu, press Up, Up, Down, Down, Left, Right, A, B, A. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.

##### Kooler Stuff Menu

At the main menu, press SELECT, A, B, Right, Left, Down, Down, Up, Up. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do or activate Smoke, among other cheats. You can also activate Motaro as a playable character (only in two-player games.)

##### Scott's Stuff Menu

At the main menu, press X, B, A, Y, Up, Left, Down, Right, Down. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs. screen" codes.

##### MR. DO!

##### 99 Lives

When the Universal logo appears at the beginning of the game, press Left eight times. When the game starts, you'll have 99 lives in reserve.

##### Stage Select

When the Universal logo appears at the beginning of the game, press Down eight times. When the main menu appears, you'll find a stage-select option; press Left or Right to choose your starting stage number.

##### Change Title

When the Universal logo appears at the beginning of the game, press Up eight times. When the title screen appears, it will say "Mr. Do!"

#### NBA GIVE 'N GO

##### Super Difficulty Level

At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You'll hear the sound of a basketball bouncing off the rim. Now access the options menu to find a fourth—extremely challenging—difficulty level called "S".

#### NBA HANGTIME

##### Secret Characters

Select "Enter Name" at the "Choose Option" screen, then enter one of the following names with the PIN number shown to play as a secret character:

Olav—OLAV 2509

Chris—CHRIS 0912

Nils—NILS 5555

Che—CHE 6581

Kungen—KUNGEN 1414

Henrik—HENRIK 6502

Johan—JOHAN 1911

Turnel—TURMEL 0000

DiVita—DIVITA 0000

##### Team Photo

Enter your name as "FUNCOM" with the pin number 1993 to see a photo of the design team that converted NBA Hangtime for the Super NES.

##### Secret Power-Ups

Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts.

No Tag Arrow—Press Left, Left, B, R

Rooftop Court—Press Left, Left + Y, Left, Left + Y

City Court—Press Down + B, Down, Down + A, Down, Down + X, Down, Down + Y, Down

Jungle Court—Press L, R, SELECT, START, Up, Down, A, B, Y, X

Grand Champion Demo—Press START, Y, Right, A, B, Up, START, Up, Down, Down, START, L, A, Down, Down

Unlimited Turbo, Hyper Speed, Max. Block,

Max. Speed, Fast Pass—Press Up, Right, Down, Left, START, A, B, Y, X, SELECT

Computer Assistance Off—Press Right, Right + B, Right, Right + B

In addition to the above codes, the following power-ups can be activated by using the Y, B and A buttons to change the numbers at the bottom of the screen as follows:

Tournament Mode—111

Fast Pass—120

Stealth Turbo—273

Max. Speed—284

Unlimited Turbo—461

No Pushing—390

Hyper Speed—552

Max. Block—616

Max. Steal Ability—709

Max. Power—802

Goaltending Allowed—937

#### NBA JAM

##### Special Guest Players

To access the game's secret characters, follow the specific instructions for each player listed below.

Mark Turell—Enter MJ, highlight T, hold START and R and press A.

Sal DiVita—Enter SA, highlight L, hold L and R and press X.

Shawn Liptak—Highlight "S", press A; highlight "L", hold START and press B; highlight "B" (the space character), hold START and press C.

Jamie Rivett—Highlight "R", press A; highlight "J", hold START and press Y; highlight "R", hold START and press Z.

Bill Clinton—Enter AR, highlight K, hold START and L and press X.

Al Gore—Enter NE, highlight T, hold L and R and press A.

Dan "Weasel" Feinstein—Enter SA, highlight X, hold L and R and press X.

Asif "Chow-Chow" Chaudhri—Enter CA, highlight R, hold L and R and press X.

Tom "Scruff" Rademacher—Enter RO, highlight D, hold START and R and press X.

Eric "Kabuki" Kuby—Enter QB, highlight "■" (the space character), hold START and L and press X.

Snake—Highlight "G", hold START and press A; highlight "O", hold START and press Y; highlight "F", hold START and press B.

Kirby—Highlight "C", hold START and press B; highlight "K", press A; highlight "■" (the space character), hold START and press Y.

John Carlton—Highlight "J", hold START and press Y; highlight "M", hold START and press Y; highlight "C", hold START and press Y.

Jay Moon—Highlight "J", press A; highlight "A", hold START and press A; highlight "Y", hold START and press Y.

George "P-Funk" Clinton—Enter DL, highlight S, hold START and L and press A.

Secret Power-Ups

The following cheats—when performed at the pregame screen that says "Tonight's Match-Up"—will give you different power-ups and interesting effects.

Shot Percentage Indicator—Press A, then press and hold A, B and Down until the tip-off.

Juice Mode—Press A, then press and hold B and X until the tip-off.

Power-Up Intercept—Rotate the D-pad 360° and press the B button 15 times.

Power-Up Defense—Press A four times, then press it again and hold it down until the tip-off.

Power-Up Turbo—Press A 13 times, then press and hold A, B and Y until the tip-off.

Power-Up Fire—Press B seven times, then press and hold B, Y and Up until the tip-off.

Power-Up Dunks—Rotate the D-pad 360° and press the B button 13 times.

#### NBA JAM TOURNAMENT EDITION

##### Secret Character Initial Codes

Suns Gorilla (team mascot)—Highlight "G", press A; highlight "O", hold START and press B; highlight "R", hold START and press B.

Benny (team mascot)—Highlight "B", hold START and press B; highlight "N", press A; highlight "Y", hold START and press Y.

Hugo (team mascot)—Highlight "H", press A; highlight "G", hold START and press Y; highlight "O", hold START and press A.

Crunch (team mascot)—Highlight "C", hold START and press A; highlight "R", hold START and press B; highlight "N", press A.

Bill Clinton—Highlight "C", hold START and press A; highlight "I", press A; highlight "C", hold START and press B.

Hilary Clinton—Highlight "H", press A; highlight "P", hold START and press B; highlight "T", press A; highlight "W", press A.

Prince Charles—Highlight "R", hold START and press B; highlight "O", hold START and press Y; highlight "Y", press A.

Scout Pie—Highlight "H", hold START and press A; highlight "Z", hold START and press A.

Moosekat—Highlight "M", hold START and press B; highlight "P", hold START and press B; highlight "F", press A.

Air Dog—Highlight "A", hold START and press Y; highlight "I", press A; highlight "R", hold START and press B.

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage—Up, Up, Down, Down, B

Quick Hands—Left, Left, Left, Left, A, Right

Max. Power—Right, Right, Left, Right, B, B, Right

Powerup Goaltending—Right, Up, Down, Right, Down, Up

Powerup Fire—Down, Right, Right, B, A, Left

Powerup Turbo—B, B, A, Down, Down, Up, Left

Powerup Offense—A, B, Up, A, B, Up, Down

Powerup 3-Pointers—Up, Down, Left, Right, Left, Down, Up

Powerup Dunks—Left, Right, A, B, B, A, Right, Down

Powerup Push—Down, Right, A, B, A, Right, Down

Powerup Kick—Down, Left, Right, A, B, A, Right, Down

Powerup Headbump—Down, Right, A, B, A, Right, Down

Powerup Dive—Down, Right, A, B, A, Right, Down



## Super NES tips



LECT repeatedly to get tons of strange backgrounds. To return to the Options screen, press **START**.



### RADICAL REX

#### Stage Select

Go to the Title Screen. On Controller 2 enter the code Right, A, Down, Right, Y, X.

### RAMPART

#### Password

Level 16—H PPYJ Y

### RAMMA 1/2: HARD BATTLE

#### Secret Characters and Options

When the "Vs." match-up screen appears, hold R + X + A; an option screen will appear, allowing to change your character's attributes and select tons of secret characters.

### REALM

#### Invisibility/Stage Skip

At the Start/Options screen, press Up + R + X + B + START simultaneously and continue to hold them down until the screen goes black. When the game starts, you'll have infinite health; you can also skip to the next stage at any time by pressing SELECT + START simultaneously.

### THE REN & STIMPY SHOW: VEEDIOTS!

#### Hear the Whole Theme Song

At the beginning of the game, the theme song fades away when the demo begins. Press the L and R buttons to hear the whole thing.

### RISE OF THE ROBOTS

#### Super Moves

Turn on the "Super Moves" feature at the options screen, then start a two-player game. Now you can trigger special tricks that last for about ten seconds each:

Disable Special Moves: Down, Down, Down, Down + any button

Reverse Opponent's Controls: Forward, Forward, Forward, Forward + any button

Take No Damage: Back, Back, Back, Back + any button

Invisibility: Up, Up, Up + any button

Boss Code

At the 1 Player/2 Player/Options menu, press Up, Right, Down, Left, B. Now you can fight against the Supervisor in a one-player game or play as the Supervisor on Controller 2 in a two-player game. Here are the supervisor's special moves:

- Regenerate: Down, Back, Up

- Mantis Kick: Down, Toward, Up

#### Invincibility

At the 1 Player/2 Player/Options menu, press Down, B, Up, B, Down, Left, Right, B. You'll be invincible in the one-player Trainer or Mission modes.

#### Watch All Cinema Scenes

At the 1 Player/2 Player/Options menu, press Left, B, Right, B, Down, Left, Right, B. You'll see all of the FMV scenes, one after another.

### ROAD RUNNER'S DEATH VALLEY RALLY

#### 75 Lives Code

At the title screen, hold Left, SELECT, Y, R and START. Continue to hold these buttons down until the name of the first stage ("Zippy Splat") appears—you will start the game with 75 lives in reserve.

### ROBOCOP VS. THE TERMINATOR

#### Passwords

Future—T P S T

Robot Killer—B S H K

Spacechip—H K F L

SkyNet Outer Perimeter—S K T R

SkyNet Inner Perimeter—S K M D

Storage Facility—D R F T

Inner Sanctum—S K N N

SkyNet Core CPU—M W F X

Self Destruction—R N T M

### ROCK 'N' ROLL RACING

#### Passwords

Chem VI, B Class—DR8R QQTX RS6M

Chem VI, A Class—OB8D QQRX SW!

Drakonis, B Class—7C88 Q875 SW!

Drakonis, A Class—ZCB8 Q885 SW!

Bogmire, B Class—ICB8 Q8TD SW!

Bogmire, A Class—KFB8 Q8RD 92!

New Mojave, B Class—SFBR Q8TN 92!

New Mojave, A Class—JFBR Q8RN 92!

NHO, B Class—MFBR Q8SX 92!

NHO, A Class—CFYR Q8QX 5T!

INFERNO, B Class—LFYR Q855 ST!

INFERNO, A Class—BFYR Q8Q5 5T!

### Sound Test

Go to the options screen and turn Larry off. Using either A, B, X, or Y, turn him back on and continue to hold that button down. Now whenever you hit the L button, you'll hear something different from Larry.

#### Secret Character

When selecting your driver, press and hold L, R and SELECT, then push Right until Olaf from *The Lost Vikings* appears.

### THE ROCKETEER

#### Stage Select

At the title screen, press L, R, L, R, Down; you'll hear a sound to confirm the code. After you select the number of players, the stage-select menu will appear.

### ROCKO'S MODERN LIFE: SPUNKY'S DANGEROUS DAY

#### Passwords

Easy

Level 2—C O M I C S

Level 3—M E L B A

Level 4—H I P P O

Hard

Level 2—B L A Z E Z

Level 3—O—T O W N

Level 4—G R I P E S

### ROCKY RODENT

#### Change Options

On the title screen, press START. As Rocky begins running across the screen press Y, A, R, A, B, then A. Use the D-pad to change the different elements of the game on the Extra Mode Screen. You can adjust the number of continents, the sound and your button configuration.



### SAMURAI SHODOWN

#### Play as Amakusa

At the Takara logo, press A, Y, X, B. Now select the "2 Player" game; at the character select screen, hold L and R and Amakusa will appear. Press START and keep holding the L and R buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too).

### SATURDAY NIGHT SLAM Masters

#### Bring Weapons into the Ring

Jump out of the ring, find your weapon, and carry it to the far left or right side of the ring. Jump up and while you're in midair, press the Attack button to throw the weapon into the ring. You'll be able to use it while in the ring.

### SCOOBY-DOO MYSTERY

#### See the Credits

Enter the password S P N N R to see the game's credits.

### SEAQUEST DSV

#### Practice Passwords

These passwords will let you practice any mission and use 99 of the mini-subs. Note: The "\*" represents the SeaQuest symbol.

Sector 0—P L V T O N M

Sector 0—R 3 S C V 3

Sector 1—P S P 3 D 3 R

Sector 1—F I Z T N K R

Sector 1—R 3 4 C T O R

Sector 1—S C V R T Y

Sector 2—D 4 R \* W I N

Sector 2—T O X I C 4 V

Sector 2—P R I S O N R

Sector 2—D R V G L 4 B

Sector 2—B 4 T L S H P

Sector 2—S H I 3 L D \*

### SECRET OF MANA

#### Reset

To reset the game without getting up to press the RESET button on the Super NES, hold L, R and SELECT, then press START.

### SEPARATION ANXIETY

#### Passwords

Level 2—D C C P M H

Level 3—M D R K J P

Level 4—S T S P C

Level 5—Q P M J C V

### SHAO FU

#### Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Shaq, 2=Kaori, 3=Beast, 4=Sett, 5=Mephisto, 6=Voodoo, 7=Rajah. Then, while still at the Options screen, quickly press Up, Down, B,

Left, Right, B. The screen will flash purple to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

#### Secret Background

At the Options screen, quickly press Up, Right, B, Down, Left, B. The screen will flash yellow. Next, in the Duel mode, press X + B simultaneously at the character-select screen; the background should disappear. Now start the game to see the hidden background.

#### Blood Code

At the Options screen, quickly press Y, X, B, A, L, R. The screen will flash red; now there's blood in the game.

### SHIEN'S REVENGE

#### 30 Continues

At the title screen, press SELECT seven times on Controller 2.

#### Special Game

To play special game which allows the second player to control the bosses, hold L and R on Controller 2 while you start a new game. The game will go as normal until you reach the first boss, enabling Player 2 to control the boss's moves.

#### Seven Special Weapons

Press START seven times on Controller 2 when the title screen appears.

#### Super Easy Mode

At the title screen, press the L button seven times on Controller 2.

#### Super Hard Mode

At the title screen, press the R button seven times on Controller 2.

### SIM ANT

#### Drop Kitty

In the Full Game, select the Graph Icon and press A. Select the House option and press A. If the cat appears on the fence while you are on the House screen, point the cursor at it, then press A to watch the cat break out and fall off the fence.

### SIM CITY

#### Cash Boost

Start a new city and spend all of your money, but make sure you buy at least one unit that requires funding, like a fire department. Reduce your funding levels and tax rate to 0%; then, when the tax screen appears at the end of the year, hold the L button and exit the screen. Continue to hold L and press X twice to advance the calendar to January, then raise your funding levels to 100% and leave the tax rate at 0%. Now exit the tax screen and release the L button; your bank balance will jump to \$999,999.

#### Erase Saved Cities

At the title screen, press L + R + SELECT + START + B simultaneously to clear all saved cities and reset the game's scenarios.

#### Hidden Landforms

Start a new city, but don't build anything. Wait for 20 seconds, then call up the Load/Save screen and select "Go to Menu" without saving your game. Now start a new city; when the Map Select screen appears, each of the 1,000 landforms will have different shapes than they had previously.

### SIM EARTH

#### Scenario Select

At the main menu, highlight "Scenario", hold L, R and Y, then press A to go to a stage-select menu. Choose any of the eight scenarios and press START to begin.

### SINK OR SWIM

#### Passwords

Stage 5—C R U M B S

Stage 10—J U M P E D

Stage 15—J I G S A W

Stage 20—W A R S A W

Stage 25—B A N A N A

Stage 30—O Y S T E R

Stage 35—T E N N I S

Stage 40—I S L A N D

Stage 45—C R A T E R

Stage 50—D E N N I S

Stage 55—P A D D L E

Stage 60—F A T M A N

Stage 65—S U M M E R

Stage 70—C L O U D S

Stage 75—K E B A B S

Stage 80—L I V E R Y

Stage 85—S I L V E R

Stage 90—B R I D G E

Stage 95—R E C O R D

### SKÜLAGGER

#### Secret Fantasy Zones

To get to the Secret Fantasy Zone at Chapter 2, Area 1, at the start of the game go towards the right and climb down the first ladder. Continue towards the right again and go down the green rope. Get yourself on top of the red crate, press Down, then R. To get to the Secret Fantasy Zone of Chapter 2, Area 2, walk to the right and go down the ladder at the start of the game. Go to the right and get yourself down the green rope. Go to the left of the purple crate and stand on top of it. Jump up three times, then press the L button.

To reach the Secret Fantasy Zone of Chapter 2, Area 3, go to the right of Area 3 and get on top of the third chimney. Press Down and then press R.

To get to the secret ending of Chapter 2, do not touch the large blue emerald at the end of Area 2. Instead, go to the left and go down the first ladder and then continue down the first green rope. Drop down the first hole located at the left. Stand in front of the first port hole and press the Y button.

### SPACE FOOTBALL

#### Expert Level

At the character select screen, hold the D-pad diagonally in the Down/Left position, hold L + R and press SELECT. Your vehicle's color will change to gray to confirm the code.

### SPAWN

#### Passwords

Stage 2—D 9 9 6 3 D 1 D

Stage 3—4 H 2 3 D G F

Stage 4—4 C C 1 3 8 C F

Stage 5—O C 4 F 4 5 8 H

Stage 6—D 3 1 5 5 1 F G

Stage 7—O 9 B F 5 9 6 F

Stage 8—D B 8 D 9 B 4 H

### SPIDER-MAN

#### Level Select

After Spidey swings in and lands on the building on the title screen, press Y, A, X, B, A, Right, Left.

### STAR FOX

#### Polygon-View Mode

At the "Continue?" screen you can play with the polygons in the game with the following controller functions:

#### CONTROLLER 1:

Left and Right—Rotate object horizontally

Up and Down—Rotate object vertically

L button—Zoom in

R button—Zoom out

X button—Stop rotation

A button—Hold button down to "draw" with object; release button to clear screen

#### CONTROLLER TWO:

Up, Down, Left, Right, SELECT, START, Y or B—Change to a different object

#### Two Secret Stages

To get to the Black Hole, play the game at "Level 1" difficulty until you reach the second stage ("Asteroid"). When you get past the third caterpillar creature you'll see a rotating row of five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was. After a few moments you'll approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like the first one. A "laughing asteroid" will appear; shoot it to find the Black Hole, a bonus stage that's loaded with power-ups and warp rings.

To reach the "Out of This Dimension" stage, play the "Level 3" game. Roughly 30 seconds into the second stage ("Asteroid"), you'll encounter two giant asteroids, first on the left, then on the right. Shoot the asteroid on the right and it will explode. A giant bird will appear. If you can fly directly into the bird, you'll be transported to a weird nebula that will appear on the lower right side of the map. At the end, you'll face a huge slot machine boss; shoot at the "arm" for a chance to win coin-power-ups or enemy fire. Pull three "7s" and the game ends...or does it?

### STAR TREK: DEEP SPACE NINE

#### Passwords

Mission 1—N U H H O M

Mission 2—S E P L O S

Mission 3—Y O S M I S

Mission 4—V A N D A Q

Mission 5—B I Q P U M

Mission 6—D I S Y I B

Mission 7—N U D J I B

Mission 8—V E S D U J

Mission 9—Y O T H O M  
Mission 10—Q U V M O H

#### STAR TREK: STARFLEET ACADEMY

##### Add New Ships in Training Simulator

To add new player and opponent ships to Combat Training and Two-Player Training, hold down L, R, SELECT and enter the code A, Y, B, Y at the "Training Simulator Main Menu," "Ship Selection Menu," or the "Two Player Ship Selection Menu." Once you've entered the code, it will stay there until the SNES is reset.

##### Choose Playtest Names

At the "New Cadet Registration" screen, hold down L, R, SELECT and enter the code X, Y, X, Y to select the name of one of the game's playtesters.

##### Choose Star Trek Series Names

After you have entered the X, Y, X, Y code at the "New Cadet Registration" screen, hold down L, R, SELECT again and punch in A, B, A, B. Now you can play as James T. Kirk or any of the rest of them.

##### Special Ending

When playing the final Kobayashi Maru mission as James T. Kirk, you'll find a special ending. You can't enter a passcode to get there direct because the passcode does not register the special code names. You must play the entire game in one sitting or play the game with the default name "Darryl Hawkins," then type the codes X, Y, X, Y and A, B, A, B while in the "Password Entry" screen. Enter the passcode normally, then enter the code before pressing SELECT. Verify the name by selecting "Transcript" in the classroom. A bonus hint for this mission: Try hailing the Klingons instead of attacking.

##### Passcodes

###### Freshman Year

Mission 101—X X R X R X X Y R X R Y L

Mission 102—X X X R X A X A L X R Y Y

Mission 103—X X X R L Y Y Y A X R Y X

Mission 104—X X X R Y Y A X X R Y L

Mission 105—X X X R B A X L X R Y A

###### Sophomore Year

Mission 201—X X X R R X Y R X Y Y B

Mission 202—X X L X X A B X Y Y A

Mission 203—X X X L A Y Y A X Y Y A

Mission 204—X X X L L Y A X X Y Y X

Mission 205—X X X L Y A X Y L X Y A

###### Junior Year

Mission 301—X X L B X Y R Y L X X

Mission 302—X X X L R X Y R Y L R

Mission 303—X X X B X X A L Y L X B

Mission 304—X X X B A Y Y A Y L X A

Mission 305—X X X B L Y A X Y L X X

###### Senior Year

Mission 401—X X B Y X Y R Y Y B L

Mission 402—X X B X B A Y Y B A

Mission 403—X X X B Y Y A Y Y B X

Mission 404—X X X A X Y Y A Y Y B A

Mission 405—X X X A A Y A Y Y Y B A

###### Final Exam

Mission 000—X X X A L A X R Y Y B Y

#### STREET COMBAT

##### 50 Extra Credits

At the Option screen, highlight the "Credit" option and press SELECT 10 times.

#### STREET FIGHTER ALPHA 2

##### Secret Stage

Select "Versus Mode" and choose your characters. When the stage-select menu appears, highlight Sagat's stage and hold the START button for four seconds, then press an action button before you release START. You'll get to fight a secret stage, a grassy Australian field.

##### Play as "Classic" Chun-Li

At the character-select screen, highlight Chun-Li, hold the START button for at least three seconds, then press any button to choose her before releasing START. You'll see her costume change to the way she looked in Street Fighter II Champion Edition; now her fireball is a "charged" move.

#### STREET FIGHTER II

##### Character Vs. Same Character

As the Capcom logo is starting to appear at the start of the game, quickly press Down, R, Up, L, Y, B. You'll hear a sound to confirm the code; now both players can choose the same fighter in a two-player game. With this code in place, you'll also be able to listen to selection #30 from the Music Test menu at the option screen; this previously-inaccessible tune is the song that plays at the end of the game.

##### Character Vs. Same Character/Same Color

Select a one-player game and don't choose any character. After a few seconds, the computer will choose Ryu. When the match be-

gins, press START on Controller 2 and choose Ken, then let the timer run out for four rounds for a "draw game." When the "Continue" screen appears, press START on Controller 2 and choose Ken to play against a same-color Ken. If you start this trick on Controller 2, let the computer pick Ken, then interrupt with Controller 1, pick Ryu for the "draw game" and pick Ryu on Controller 1 when you continue; you'll fight a same-color Ryu.

##### Configuration Screen

If you're in the middle of a game and you want to change the controller button configuration, just hold the SELECT button while the world map is on the screen before your next match.

##### Remove Energy Bars

Select "Option Mode" from the main menu and simply press START to return to the title screen, repeating this process 27 times. You'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too.

#### STREET FIGHTER II TURBO

##### Disable Special Moves—Player One

Press Down, R, Up, L, Y, B while the "Capcom" logo is on the screen. Now all of your character's special moves have been disabled in the one-player mode.

##### Extra Turbo Speed

Press Down, R, Up, L, Y, B on Controller 2 at the beginning of the game while the word "TURBO" is flying across the screen in huge letters. Now you have six additional hyperspeed settings in the game's "Turbo" mode.

##### Disable Special Moves—Two Players

Enter a "V.S. Battle" and choose your characters. When the "Handicap" screen appears, press Down, R, Up, L, Y, B on Controller 2. You'll get a hidden configuration menu that shows you all of your character's secret moves and allows you to disable individual attacks.

#### STREET RACER

##### Modify Character Abilities

Start a new game and choose any game mode. At the Driver Select screen, press X, Y, X, Y, X, Y, then hold the X Button. Continue holding X and use the D-pad to change your driver's abilities.

#### STUNT RACE FX

##### Control the Pause Animation

Press START to pause the game. When the pause animation appears, press the R button to put the animation in slow motion. Press Y to speed up the car in the animation or press SELECT to run it backwards.

##### Change Views

Start a game in any mode. Press START to pause. Press SELECT and the car in the pause animation will go backward. Then press L, R, L, R, L, R. Unpause the game, and you'll have a new view.

##### Race Against the Computer in 2-Player Mode

Start a normal two-player game and select both vehicles. Don't mess with Controller 2. When the race begins, if nobody touches Controller 2 for three seconds, the computer will automatically race against you.

##### Warps

Select the "Free Trax" race. Choose the 2WD car and the "White Land" course. When you start the race, you'll see a sign that says "Stunt Race FX." When under the sign, press the Jump button to warp to the upper part of the "White Land" course.

#### SUNSET RIDERS

##### Extra Continues

Start a one-player game. When you run out of continues, before your last man dies, press START on controller 2. You can keep playing as Player Two with a full set of continues.

#### SUPER BATTLETANK: WAR IN THE GULF

##### Pause Cheat

Fire your machine gun at any target and press the START button to pause at the exact moment that the target is being hit. The target will continue to flash while the game is paused; within a few seconds it will be destroyed. Once you master the timing of this trick, it is possible to destroy an enemy tank with a single bullet.

#### SUPER BOMBERMAN

##### Tiny Bomberman Mode

Enter "5656" at the password screen, then press A. You'll be sent back to the title screen. Now start the game and you'll find that all of the Bombermen have been reduced to micro-

scopic size.

##### Passwords

Stage 1

Part 1—5 5 5 5

Part 2—7 5 0 3

Part 3—5 5 4 3

Part 4—0 5 1 3

Part 5—5 5 2 2

Part 6—7 5 6 4

Part 7—3 5 3 5

Stage 2

Part 1—0 0 5 5

Part 2—4 0 4 0 5

Part 3—0 0 4 3

Part 4—5 0 1 2

Part 5—7 0 2 4

Part 6—6 0 6 4

Part 7—0 0 3 4

Stage 3

Part 1—5 4 5 3

Part 2—7 4 0 2

Part 3—3 4 4 4

Part 4—0 4 1 2

Part 5—2 4 2 3

Part 6—0 4 6 4

Part 7—4 4 3 4

Stage 4

Part 1—6 1 5 4

Part 2—4 1 0 3

Part 3—7 1 4 4

Part 4—5 1 1 4

Part 5—1 1 2 2

Part 6—4 1 6 4

Part 7—0 1 3 5

Stage 5

Part 1—5 2 5 2

Part 2—7 2 0 4

Part 3—5 2 4 4

Part 4—6 2 1 3

Part 5—4 2 2 4

Part 6—1 2 6 4

Part 7—3 2 3 2

Stage 6

Part 1—0 6 5 2

Part 2—3 6 0 5

Part 3—7 6 4 5

Part 4—5 6 1 5

Part 5—7 6 2 3

Part 6—4 6 6 5

Part 7—1 6 3 5

#### SUPER BOMBERMAN 2

##### Full-Power Stage Passwords

Stage 1—1 1 1 1

Stage 2—5 4 6 2

Stage 3—6 7 6 3

Stage 4—8 7 8 4

Stage 5—6 9 2 5

##### Change Character Colors

At the player-select screen in a multi-player game, you can press the SELECT button to change your character to one of several different colors.

##### Sudden Death Mode

Enter the password "5656" and start a multi-player game. When time starts to run out and the screen starts closing in, it won't stop—it will continue to shrink the playing area all the way to the center.

##### Activate Jump Feature

With a multi-player adapter connected to your SNES, plug a controller into the Player 5 slot and press START. Now all of the players can jump during a Battle Mode game.

#### SUPER BUSTER BROS.

##### Level Select

Press START at the title screen; then, when the "Select Game" screen appears, press L, R, R, L, R, Up, Down. A number will appear in the middle of the screen, indicating the level number. Choose your starting level and press START.

#### SUPER CONFLICT

##### Mission Select

At the scenario map (with the jeep), hold B, then X and Y. While holding, release the X, then hold it again. Release all buttons, then move the jeep up to the unlit area. Press L and B to light the new area.

#### SUPER GHOULS 'N GHOSTS

##### Stage Select and Sound Test Screen

From the option screen, move the cursor to "Exit," hold L and START on Controller 2 and press START on Controller 1.

#### SUPER MARIO KART

##### Character Shrink

To handicap your character in the GP and Match Race modes, press Y and A at the character select screen; your character will shrink. A "shrunken" character will be flattened if he or she comes into contact with any other dri-

ver.

##### Replay Rotation

If you complete a race in the one-player time trials without touching any obstacles or barriers, choose the "Replay" option to watch your performance and you'll find that you can rotate your viewpoint by using the L and R buttons.

##### 2nd Player 1P Mode

Hold the L and R buttons while pressing START on the second controller to play in the GP mode or Time Trials with your character on the bottom half of the screen.

##### Ghost Racer Save

When you have a ghost that you'd like to save, hold L, R and Y at the menu screen that reads "CHANGE COURSE, RETRY, etc." and press X. The name of the course on which the ghost has been saved will appear in yellow on the "Course Select" menu. To retrieve the ghost from memory and race against him or her, choose that course and hold L or R while pressing B when the screen asks "Is this OK?" and the arrow is pointing to the word "Yes."

##### Hidden Courses for Time Trial/2P Match Race

At the "Course Select" menu, make sure the arrow is pointed at the words "MUSHROOM CUP" and press L, R, L, R, L, R, R. Then press A, and the words "SPECIAL CUP" will appear. These are the "hidden" courses that open up when you've won a gold trophy in each of the first three cups in the 100cc GP mode.

##### Extra Credits

To earn extra credits, finish three races in the exact same position.

##### Shortcuts

In Ghost Valley 1, head straight for the wall when you see the platform across the gap. If you have a feather, press A to use it just before you hit the wall and you will make the jump.

In Vanilla Lake 2, cross the finish line, line up next to it and drive straight for the water. Just before going into the drink, press L or R to get a good jump. Drive as far out into the water as you can, then turn left before the Fishing Lakitu gets you. Earn an extra lap when you cross the Finish Line while the Lakitu has you.

#### SUPER MARIO RPG

##### Free Frog Coin

Near the sandy whirlpools in Land's End Desert, jump on a Shogun three times without touching the ground to receive a free Frog Coin.

##### Extra Fireworks

If you buy extra fireworks in Moleville—you can purchase up to five—the fireworks show at the end of the game will be even bigger.

#### SUPER MARIO WORLD

##### Freeze and Collect

Enter a course that you have already completed and go up to a Berry above Yoshi's mouth. Release the item by pressing SELECT and have Yoshi jump and eat the Berry and the item at the same time. The action will freeze except for the Coin and 1-Up totals. Every 100 coins will earn you another 1-Up. Collect the maximum of 99 1-Ups, then press START and SELECT to exit.

##### Extra Invincibility

To earn eight 1-Ups in Donut Secret 2, climb the vine that is near the beginning of the course and release a Starman at the top. Drop down to the floor and collect the Starman before it falls into a hole. With the invincibility of the Starman, run to the block at the end of the course. If you're still invincible when you hit the block, you'll release another Starman. Collect it for extra invincibility.

#### SUPER MARIO WORLD 2: YOSHI'S ISLAND

##### Bonus Stage Menu

At the map screen, hold the SELECT button and press X, Y, Z, B, A. A top-secret menu of bonus games will appear, including a pair of two-player games.

#### SUPER NOVA

##### Boss Mode

When the Taito logo appears, quickly press Down, X, Up, B, L, R, Left, A on Controller 2. With this code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.

#### SUPER PUNCH-OUT!!

##### Sound Test

When the Nintendo logo appears at the start of the game, hold the L and R buttons on Controller 2. Now you can choose to listen to the game's sound effects and music with Controller 1.



Level 3—Gogo, Shirley the Loon, Sweety  
Level 4—Bookworm, Plucky, Babs  
Level 5—Montana Max, Babs, Sweety  
Unlimited Continues—Plucky Duck, Babs  
Bunny, Bookworm  
Play Any Bonus Game—Elmyra, Shirley the  
Loon, Calamity Coyote

**TOM AND JERRY**

99 Lives

Press **START** during the game to pause, then press **L**, **Y**, **B**, **A**, **X**, **Y**, **B**, **R**. Continue to play the game; whenever you lose a life, you'll see that your total life reserve counter seems to be stuck at "9." This is because the counter only goes up to nine, but you really have 99 lives in reserve.

**Stage Skip**

Press **START** to pause the game, then press **L**, **X**, **A**, **Y**, **B**, **R**. You'll be warped instantly to the end of the current stage.

**TOTAL CARNAGE***Hidden Voices*

Enter your name as YAWDIM at the High Score screen, then press **Right** to find a secret screen. Press any button to hear the secret voices.

**TOP GEAR**

*Amateur Passwords*  
South America—MOONBATH  
Japan—GEARBOX  
Germany—CAR PARK  
Scandinavia—ROAD HOG  
France—EMULATOR  
Italy—ANALYSER  
U.K.—HORIZONS  
*Pro Passwords*  
South America—FOUR MEG  
Japan—LEGEND  
Germany—THEWORLD  
Scandinavia—LETSRACE  
France—ALCHEMY  
Italy—A LOOPER  
U.K.—SEASONAL  
*Champion Passwords*  
South America—EDUCATED  
Japan—OILCLOTH  
Germany—WRECKAGE  
Scandinavia—CARACOLE  
France—EPILYON  
Italy—GLUCAGON  
U.K.—KEELSON

**TOY STORY***Invincibility + Stage Skip*

In the game's first level ("That Old Army Game"), walk to the right until you reach the rubber ball that's next to the chest of drawers with the bucket of army men on it. Jump on the ball and gently tap to the right to land on the bottom drawer. When you're standing on the bottom drawer, hold **Down** on the D-pad for about six seconds. You'll see Woody's health star begin to spin in the upper left corner of the screen, indicating that you are now invincible for the rest of the game. With this code in place, you can also skip any stage as follows: Simply hit **START** during the game, then press the **SELECT** button while the game is paused. You'll be warped instantly to the end of the current stage.

**TRUE LIES***Cheat Codes*

Each of the following cheats works at the password screen; just enter the password, highlight **END** and press any button; the word "Authorized" should appear if you've entered the code correctly.

B G L V S—Infinite lives  
B G G R L Y—Infinite Energy  
B G W P N S—Infinite Weapons  
M N C H T—Stage Select

**TUFF E NUFF***Boss Code*

Choose "START" from the title screen. At the scenario-select screen, press **Left** three times, **Right** three times, **Left** seven times. "Vs. CPU" should be the highlighted option. Press **START** and a new menu appears in the "Vs. CPU" mode, giving you full "boss" access. To play as boss characters in the two-player mode, enter the code as described, then push the **RESET** button on your SNES. Return to the scenario-select screen and press **Right** three times, **Left** three times, **Right** seven times. "1P vs. 2P" should be the highlighted option. Press **START** to get "boss" menus for both characters.

**ULTIMATE MORTAL KOMBAT 3***Tournament Mode*

At the main menu, highlight the word "Start", hold the **L** and **R** buttons on top of the controller and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold **Up** and press **START** for a random selection of all eight characters.

*Play as Human Smoke*

Choose Human Smoke at the character-select screen, then press and hold High Punch + High Kick + Block + Run and point the D-pad away from your opponent (**Left** for Player 1, **Right** for Player 2). When the fight begins, Smoke will change into Human Smoke.

*Sound Test*

At the main menu, press **Left**, **Down**, **Y**, **Y**. This adds a "Sound Test" option to the menu, allowing you to hear all of the music and effects in the game.

*Kool Stuff*

At the main menu, press **Right**, **Up**, **B**, **A**, **Down**, **Up**, **B**, **Down**, **Up**, **B**. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.

*Kooler Stuff*

At the main menu, press **Up**, **B**, **Left**, **Down**, **Y**. This adds a new option called "Kooler Stuff". Here you can get extra continuities, change the amount of energy you have or the amount of damage you do, among other cheats. You can also activate Motaro as a playable character (only in two-player games) "Scott's Stuff".

At the main menu, press **B**, **A**, **Down**, **Down**, **Left**, **A**, **X**, **B**, **A**, **Y**. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos.

**VORTEX***Cheat Passwords*

Infinite Ammo—W S V T Q  
Invincibility—H V Z S M  
Infinite lives—J T S J

Level Switch—C T G X F  
To use Level Switch, start a regular game. Instead of going to the first stage, press **Up** or **Down** on the D-pad to change your starting level.

**WAR 2410***Passwords*

Stage 2—K M D N N M L V Y  
Stage 3—C R T N Y L G H  
Stage 4—S H L Y M R  
Stage 5—D B R N N M R N L  
Stage 6—S L V T R M R N L  
Stage 7—N D R N N M L  
Stage 8—H R V M R C L  
Stage 9—D N C M S T R  
Stage 10—C L L N S M N  
Stage 11—S T V N S M N  
Stage 12—D N J R C M S T R  
Stage 13—N T H N V R D C C  
Stage 14—J N N M R P H  
Stage 15—T M L V Y  
Stage 16—S P H M R N L L  
Stage 17—J N N Y S M N  
Stage 18—S L J R S M N  
Stage 19—P T M M R G N

**WAR 3010***Passwords*

Stage 2—Y T B H M G H  
Stage 3—J R Q D G N P  
Stage 4—R C Z K T L N  
Stage 5—P W D N R S X  
Stage 6—T Z B M H K L  
Stage 7—C K X L D C N  
Stage 8—K C C R Z R T  
Stage 9—M B N V X J C  
Stage 10—Q K F V W D  
Stage 11—N Z S T D T P  
Stage 12—L Y H J L B N  
Stage 13—D L G F H Q K  
Stage 14—H S J V L X F

**Stage 15—F Z R J T V P****Stage 16—G Y W C K T H****Secret Checkers Game—C H C K R S****Secret Chess Game—C H C K M T****Secret Invaders Game—Z N X N V R****WAYNE'S WORLD***Stage Select*

Push **START** to get to the title screen with Wayne and Garth singing. Press **X** + **L** + **R** simultaneously, hold them for a moment, then release them simultaneously. Next, press **Up** + **Y** + **B** simultaneously; a stage select option will appear at the bottom of the screen. Use the **SELECT** button to choose a stage and press **START** to warp there.

**WEAPONLORD***Random Select*

At the character select screen, hold **SELECT** and press any button to choose a random character.

*Passwords*

At the options screen, enter the password AYA YBB BYA AAY YBY AAA. This code allows you to play as the boss character, Zarak, in Story mode.

**WING COMMANDER***Cheat Code*

At the title screen, press **B**, **A**, **B**, **Y**, **B**, **Y**, **L**, **A**, **R**, **A** and **START**. Then, at the options menu, choose any missions from the 13 areas. This code enables you to become invincible as well as giving you a sound test.

**WINGS 2: ACES HIGH***Passwords*

Stage 4—c ! 6 b m H C J h t H M  
Stage 5—B ! V ! w v ! H L P Q C M P  
Stage 6—T ! L R L R ! w c 7 I B K !  
Stage 7—B ! t ! G X ! d G L Z S T  
Stage 8—B V 7 0 w W Y G B B  
Stage 9—C G ! Y P D M 4 ! V ! G !  
Stage 10—h v 0 J G j 4 B H ! 3  
Stage 11—t z G W 7 R 6 x m B 1 2  
Stage 12—! 4 T b i J G P M d v s ! h  
Stage 13—G ! d P N G 1 B Q D F 6  
Stage 14—C h D 8 Z C D C s W l G  
Stage 15—N H Q C K w b l H X Q  
Stage 16—! 2 B P ? B D B B K !  
Stage 17—d 8 l z h F G I G N L M 2 g  
Stage 18—! f J K c S G J B d v G !  
Stage 19—W 7 ! J B W C M G r ! M l  
Stage 20—B B H n w L L 1 C B l r

**THE WIZARD OF OZ**

*Emerald City Password*  
MNPQRZ TXCZCJ  
CITCFD KLMPNG

**WOLFENSTEIN 3-D***Level Select*

While holding the **R** button on top of the controller, turn on the SNES (or reset the console). Continue to hold **R** until B.J. appears on the screen with the mini-gun, then immediately press **Up** and **SELECT** simultaneously. The level select screen should then appear.

*Extra Weapons, Ammo, and Keys*

Press **R**, **Up**, **B** quickly at the Map Screen. Use this as many times as you want to resupply.

*God Mode*

Press **B**, **Up**, **B** quickly at the Map Screen to become invincible.

*Full Level Map*

Press **A**, **A**, **Up**, **B** quickly at the Map Screen. Hit **START** to exit the Map Screen, then press **START** again to see the whole level, including secret rooms.

*Level Skip*

Press **Up**, **B**, **R**, **B** quickly at the Map Screen; you'll be sent to the end of the current stage.

**WWF RAW***Change Abilities*

At the Character Select screen, highlight any one of the wrestlers. Press the **SELECT** button, then enter the wrestler's code as shown below; you'll be able to change that wrestler's stats.

*123 Kid*

—Press **Up/Left**, **A** and **START** simultaneously.

Bam Bam Bigelow—Press **A**, **Y** and **START** simultaneously

Diesel—Press **Down**, **A**, **Y** and **START** simultaneously

Doink—Press **Left**, **A**, **Y**, and **START** simultaneously

Bret Hart—Press **Down/Left** and **START** simultaneously

Owen Hart—Press **Up**, **A**, **Y** and **START** simultaneously

Lex Luger—Press **Down/Right** and **START** simultaneously

Shawn Michaels—Press **Down/Left**, **A** and **Y** simultaneously

Razor Ramon—Press **Left**, **A** and **Y** simultaneously

Undertaker—Press **Right**, **Y** and **START** simultaneously

Luna Vachon—Press **Up/Right** and **A** simultaneously

Yokozuna—Press **Up**, **A** and **Y** simultaneously

**WWF ROYAL RUMBLE***Super Punch*

At the start of the game you'll see a legal screen—it's the one that says "Licensed by Nintendo" at the bottom. Hold the **B** button and press **Y** as the text starts to fade. You'll hear one of the wrestlers say, "Ugh!" Start the game and you'll find that your wrestler has been equipped with a **Super Punch** that reduces your opponent's health meter by half. *Character vs. Same Character*

At the character-select screen, tap the **L** button (on top of the controller) to make the **WWF** logo in the background stop moving. Next, press and hold the **R** button, then press and hold the **L** button—the background should be frozen again. While you're holding those buttons down (and the background is not moving), press the **SELECT** button. The current wrestler will be registered as your choice, and a duplicate of that character will be added to the list of available wrestlers. Your opponent can choose to fight as the same wrestler, or you can pick the same character to be his own tag-team partner.

**X-KALIBER 2097***Level Select*

At the title screen—the one with the 1 Player/2 Player game select—press **Right**, **Right**, **Left**, **Left**, **Up**, **Down**, **Left**, **Down**, **Down**. Next, press the **A** button to get a Round Select menu.

*Invincibility*

Also at the **X-Kaliber 2097** title screen, try punching in the code **Left**, **Left**, **Right**, **Right**, **Down**, **Up**, **Right**, **Up**, **Up**. Now enter the options menu; you'll see a new selection called "No Damage." Turn this option "on" to gain invincibility.

**YOGI BEAR***Stage Select*

At the title screen, press **Up**, **Right**, **Down**, **Left**, **Y**, **B**, **Up**, **Right**, **Down**, **Left**, **B**, **Y**, **Up**, **Right**, **Down**.

**YOSHIS COOKIE***Stage Select*

On a one-player game, use the following settings: Music OFF, Speed HIGH, Round 10. Hold **Up** and press **SELECT**. "Round 11" should appear; press **SELECT** to advance stages.

*Tougher Opponents*

Enter the Vs. Mode and set the Mode to COM. Hold the **L**, **R** and then press **START**.

*Bonus Rounds*

At the title screen, select the Action Mode and press **START**. Set Round to 10, Speed to HI and Music Type to OFF. On Controller 2, Press **L**, **R**, **SELECT** and **START** simultaneously.

**YOSHIS SAFARI***Special Mode*

At the title screen, hold the **X**, **Y**, **L** and **R** buttons and press **START** to enter the game's "Special Mode," an all-new adventure that's different from the main game.

**YS III: WANDERERS FROM YS***Invincibility*

First begin and save a game. Then, press **RESET** and wait until the American Sammy logo is completely on the screen. Then press **Up**, **Down**, **Up**, **Down**, **SELECT**, **START** on Controller 2 before the logo disappears. Select **Continue**, and then press **SELECT** to bring up a subscreen. Now, press **START** on Controller 2 and the word "Debug" will appear next to Status if you've done this correctly.

*Sound Test*

During play press **SELECT** to bring up a subscreen. Now, press **START** on Controller 2.

**ZOMBIES ATE MY NEIGHBORS***Bonus Level Password*

Enter the password "BCDF" to find a hidden level with a 1-Up and a powerful Martian Bubble Blaster; you'll start the game at Level 1 when you complete it.

Super NES tips





cool black Team Andretti vehicle.

#### Cheat Codes

At the Pause menu, highlight "Race Statistics," hold the **O** button and press **X**. You'll get a secret menu that allows you to adjust many different parameters of the race, including drafting, tire wear, centrifugal force and the speed of your opponents' cars.

#### APOCALYPSE

##### Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes: Invincibility—Hold **L1**, press **Down**, **Up**, **Left**, **Left**, **Up**, **Right**, **Down**  
All Weapons—Hold **L1**, press **□**, **O**, **Up**, **Down**, **□**

See Programmers' Debug Info—Hold **L1**, press **Down**, **Down**, **△**  
Stage Select—Hold **L1**, press **△**, **Up**, **X**, **Down** (this code adds a stage-select option to the "Paused" menu as well as the main menu)

#### AREA 51

##### Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

#### ASSAULT RIGS

##### Access All Weapons

During the game, quickly press **Left**, **Right**, **Left**, **Left**, **Right**, **Left**, **Right**, **Right**, **Up**, **Down**, **Up**, **Up**, **Down**, **Up**, **Down**, **Down**. A message will appear on the screen that says, "Max weapons added...oh yes!" You now have a full supply of every single weapon in the game. Note: This code will not work while the game is paused; you must enter it during the action on any stage. Repeat the code whenever necessary to refill your ammo.

##### Invincibility

Also during the game, quickly press **Left**, **X**, **Left**, **X**, **Left**, **X**, **Right**, **X**, **Right**, **X**, **X**. A message will appear on the screen that says, "Invincible! Yes indeed!" Now your tank cannot be harmed. Note: This code will not work while the game is paused.

##### Level Codes

1. Welcome—○ ○ ○ ○ ○ ○
2. Next Gen—○ X ○ X ○ ○
3. This Way—○ □ ○ ○ ○ ○
4. JoyJoy—△ ○ △ ○ ○ ○
5. Noddy—○ □ ○ □ ○ ○
6. Wastelands—○ □ ○ ○ ○ ○
7. Vertigo—X ○ ○ ○ ○ ○
8. Gem Tower—○ □ ○ □ ○ ○
9. Bridge—○ □ ○ ○ ○ ○
10. Obliterate—△ ○ ○ ○ ○ ○
11. Arena—△ ○ X ○ ○ ○
12. PBM—○ ○ □ □ ○ ○
13. Ramps—○ ○ ○ X ○ ○
14. Oasis—○ □ ○ ○ ○ ○
15. Halls—○ X ○ □ ○ ○ ○
16. Coaster—○ ○ ○ ○ ○ ○
17. Mine—△ ○ □ ○ ○ ○
18. Look-Up—○ ○ ○ X ○ ○
19. Deadline—X ○ ○ ○ ○ ○
20. Fort—X ○ ○ ○ ○ ○
21. Stairway—○ □ ○ ○ ○ ○
22. Park A Lot—○ ○ ○ ○ ○ ○
23. ZamCam—○ X ○ X ○ ○
24. Shootme—○ □ ○ ○ ○ ○
25. Wild—○ ○ □ ○ ○ ○
26. Oil Rig—○ ○ ○ X ○ ○
27. Rightway—X ○ ○ ○ ○ ○
28. Waste2—○ ○ ○ ○ ○ ○
29. Dodge—△ ○ ○ ○ ○ ○
30. Air—○ ○ ○ ○ ○ ○
31. Jump—○ ○ ○ X ○ ○ ○
32. Room 101—○ ○ ○ ○ ○ ○
33. Firepower—X ○ ○ ○ ○ ○
34. Wave—X ○ ○ ○ ○ ○
35. Push Off—○ □ ○ ○ ○ ○
36. Perimeter—X ○ ○ ○ ○ ○
37. Spiral—X ○ ○ ○ ○ ○
38. The Castle—○ □ ○ ○ ○ ○
39. Fortress—○ □ ○ ○ ○ ○
40. Lifts Ahoy—△ ○ ○ ○ ○ ○
41. Push Me—○ ○ ○ ○ ○ ○

#### ASTEROIDS

##### Cheat Codes

Enter any of the following codes at the title screen while the words "PRESS START" are flashing:  
Unlock Secret Excalibur Ship—Hold **SELECT** and press **△**, **O**, **□**, **□**, **O**, **□**  
Stage Select/Invincibility—Hold **SELECT** and press **□**, **△**, **O**, **□**, **△**, **□**, **O**. (With this code in place, start the game, then hold **SELECT** and

press **START** to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press **L1** to warp there.)

Unlock "Classic Asteroids" Game—Hold **SELECT** and press **○**, **O**, **□**, **△**, **□**, **□**, **O**  
"Classic Asteroids" Codes

While playing "Classic Asteroids," press **START** to pause the game and enter any of the following cheat codes whenever necessary:  
One extra life—Up, Down, Left, Right, **O**, **□**, **X**, **△**  
99 Lives—Up, **X**, Down, **△**, Left, **□**, Right, **O**  
Invincibility—Down, Down, Up, Up, **O**, **□**, **□**, **O**

#### AUTO DESTRUCT

##### Cheat Menu

At the main menu, press **Up**, **Down**, **Left**, **Right**, **Down**, **Right**, **L1**, **R1**. Begin a new game and press the **START** button to pause. If you entered the code correctly, you should see a new option called "Cheat Menu." The remainder of the codes shown below should be entered while in the cheat menu; each option will appear upon successfully entering the corresponding code:

Extra Nitros—L1, **O**, Down, L1, Up, **□**, **O**, **R1**  
Extra Money—L1, **R1**, Up, **O**, Down, **□**, Right, **R1**, **L1**  
Add One Minute to Time—Down, L1, L1, **O**, **R1**, Up, **□**, **L1**

Invincibility—L1, L1, L1, L1, Left, **O**, **□**, **L1**

Infiniti Fuel—L1, **O**, Left, L1, **O**, **R1**, L1, Up, **R1**, **Down**

Car Tune-Up Menu—L1, **R1**, L1, Up, Down, **O**, **Down**, Right, Left, **□**, **R1**

Blood Mode—L1, Down, R1, Left, L1, Right, **R1**

Angel Mode (causes angels to rise from dead pedestrians if Blood Mode is also enabled)—Up, **R1**, Down, L1, Up, Left, **R1**, Right, **L1**

Mission Select—Up, Down, **O**, L1, **R1**, L1, **O**, Down, Up

Next Mission (jump to next mission from the cheat menu)—, **O**, **R1**, L1, **O**, Down, L1, Up

All Time Trials Available—R1, L1, **O**, Left, **O**, **L1**, Left, **L1**, **O**

Car Select

After you've entered the Car Tune-Up Menu code shown above, enter this new menu and press **Left**, **R1**, **Right**, **R1**, **Left**, **R1**, **Right**, **R1**. A Car Select option will appear at the bottom of the list; this allows you to play as several alternate cars including an ambulance.



#### BALLBLAZER CHAMPIONS

##### Special Passcodes

Choose "Load/Save" from the Options menu, then select "Enter Passcode" and input one of the following passwords:

- Shrink the Rotofoil  
**X** **○** **○** **○**  
**○** **X** **○** **○**  
**○** **○** **X** **○**  
**○** **○** **○** **X**  
**○** **○** **○** **○** **X**
- Upside-down playfield  
**○** **○** **○** **○** **X**  
**○** **○** **○** **○** **○**  
**○** **○** **○** **○** **○**  
**○** **○** **○** **○** **○**  
**○** **○** **○** **○** **○**
- Must score in your own goal to win  
**○** **○** **○** **○** **X**  
**○** **○** **○** **○** **○**  
**○** **○** **○** **○** **○**  
**○** **○** **○** **○** **○**  
**○** **○** **○** **○** **○**
- Play as the Master Blazer, Xarta  
**○** **○** **○** **○**  
**○** **○** **○** **○**  
**○** **○** **○** **○**  
**○** **○** **○** **○**  
**○** **○** **○** **○**
- Play as "Classic Ballblazer"  
**○** **○** **○** **○**  
**○** **○** **○** **○**  
**○** **○** **○** **○**  
**○** **○** **○** **○**  
**○** **○** **○** **○**

#### BASES LOADED '96: DOUBLE HEADER

##### Automatic Home Runs

During the game, press **START** to pause, then grab Controller 2 and press **△**, **□**, **X**, **○**, **□**, **O**. You'll hear a piano sound. Next, press **L1** (also on Controller 2); you'll hear the words,

"Home run!" Now you will hit a home run every time your batter makes contact with the ball—even if it's a bunt. To disable this cheat, simply enter the code again; when you press there, you'll hear the word, "Safe!"

##### Skip Innings

As above, press the **START** button to pause, then press **△**, **□**, **X**, **○**, **□**, **O** on Controller 2. You'll hear a piano sound. Next, press the **X** button (also on Controller 2); the words, "Let's Go Inning" will appear on the screen. Press **X** on Controller 2 to change the inning number, then press **START** to return to the game in the inning you chose. If the game is tied when you enter this code, you'll be able to select all the way up to the 18th inning.

##### Computer Control

To give the computer control over your team, pause the game and press **△**, **□**, **X**, **○**, **□**, **O** on Controller 2. After you hear the piano sound, press the **L2** button on Controller 2; you'll hear a beep to confirm the code. If you want to regain control of your team, simply press the game and enter the code again.

#### BATMAN FOREVER: THE ARCADE GAME

##### Batman's Special Moves & Combos

Lunge Grab—→ + Punch  
Hop Kick—→ + Kick  
Uppercut—↓ → + Punch  
Sliding Kick—↓ → + Kick  
Roundhouse Kick—← → + Kick  
Block—Hold Punch + Kick (Move D-pad to evade)

Taser Combo—with taser, Hop Kick, Hop Kick, Hop Kick (repeat)

Long Combo—Roundhouse Kick, Punch, Punch, Sliding Kick, Kick, Uppercut, Punch, (repeat Sliding Kick, Kick, Uppercut, Punch until frenzy)

Angel Mode—With taser, Hop Kick, Hop Kick, Hop Kick (repeat)

Attack Combo—With taser, Flick-Flack, Flick-Flack, Flick-Flack (repeat)

Reverse Flash Kick—← → + Kick

Jump Kick—Jump, (no kidding)

Twist Kick—Jump, ↓ + Kick

Block—Hold Punch + Kick (move D-pad to evade)

Taser Combo—with taser, Flick-Flack, Flick-Flack, Flick-Flack (repeat)

Long Combo—Flash Kick, Punch, Punch, Kick, Kick, Punch, Punch, Flash Kick (repeat Flash Kick until frenzy)

Tips & Secrets

- If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the **Punch** button as the object nears you.
- If you select the VR bonus before entering Stage 4, you can destroy the helicopter easily by using the VR to freeze all of the enemies just as the helicopter appears. Now you can ignore the enemies and concentrate on firing super batarangs at the helicopter.
- When the Monarch Bat makes its sweeping attack, press **Punch** + **Kick** to block; you won't take any damage. However, blocking will not protect you from the bat's fire attack.
- At the start of the game, if you jump on the hood of the Batmobile and stay there, you can prevent it from driving away so quickly.

#### BATTLE ARENA TOSHINDEN

##### Play as Gaia

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "VS" HUMAN, "VS COMPUTER" and "OPTIONS" are flying



in from both sides of the screen, quickly press ↓ ← ← + □ before all of the text appears. You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen; the code won't work if you're returning to the title screen from the Options menu.) At the fighter-select screen, highlight Eiji, hold **Up** on the D-pad and press any action button. **Play as Sho**

First enter the Gaia code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press → ← ← + □ on Controller 2; you'll hear "Fight!" again and the text will change from pink to a greenish color. With that code in place, start a game. At the fighter-select screen, highlight Kayin, hold **Down** on the D-pad and press any action button. To choose the alternate-color version of Gaia or Sho, press **SELECT** before you hold the appropriate direction on the D-pad as described while choosing each character.

##### Easy Desperation Moves

Visit the option menu and configure your controller so that the L and R buttons are set up to trigger "Special 1", "Special 2", "Special 3" and "Special 4"—setting **A4** is a good example. Now you can trigger any character's desperation attack simply by pressing all four L and R buttons at exactly the same time whenever your energy bar is flashing red. Note that you can only choose the "special" control settings when the game's difficulty is set at "Easy" or "Very Easy"...unless you use the "Easy Special Attacks etc." code listed below.

##### Easy Super Moves

In addition to the desperation moves, each fighter in *Toshinden* also has up to three "Super" moves which are very difficult to execute, but can be used at any time during a match. Here's a list of the "Super" attacks, all shown as if your character is facing the right:

- Eiji: ↑ ↓ ↑ ↓ ← → ← + □ + ○
- Kayin: → ↓ ← ↓ ← ← ← + ○ + ×
- Sofia (1): ↓ → ↓ ← ↓ ← ← + □ + ×
- Sofia (2): ↓ ↓ ↓ ↓ ← ← ← + □ + ○
- Rungo: ↑ ↑ ↑ ← ← ← ← + □ + ○
- Fo (1): → ↑ ↑ ↑ ← ← ← + □ + ○
- Fo (2): → ↓ ↓ ↓ ← ← ← + □ + ○
- Fo (3): × □ □ □ ← ← ← + □ + ○
- Mondo: ↑ ↓ ↓ ↓ ← ← ← + □ + ○
- Duke: ↓ ↓ ↓ ↓ ← ← ← + □ + ○
- Ellis (1): ↑ ↓ ↓ ↓ ← ← ← + □ + ○
- Ellis (2): ↓ ↓ ↓ ↓ ← ← ← + □ + ○
- Gaia: ↓ ↓ ↓ ↓ ← ← ← + □ + ○
- Sho: ↓ → ↑ ↑ ← ← ← + □ + ○

The "Super" moves can be more trouble than they're worth, since they're so difficult to pull off. To make things easier, try this: First, enter both "boss" codes to access Gaia and Sho as described above. With those codes in place, wait for the demo to begin again, then return to the title screen once more and press ← + □ on Controller 1 while the words are zooming in. You'll hear the word "Fantastic!" and the text will change to white. With this code in place, set the Control Type for all four "Specials" as described in the "Easy Desperation Moves" code above. Now, at any time during the game, you can trigger one of your character's "Super" attacks simply by holding the **SELECT** button and pressing all four L and R buttons at exactly the same time.

##### Easy Special Attacks at Any Difficulty Setting

Once you've entered all three title-screen codes as explained above, wait for the demo



to start and return to the title screen as before. While the words are zooming into the screen, press  $\leftarrow \rightarrow \leftarrow \rightarrow +$  on Controller 2; you'll hear "Fantastic!" again and the text will change to yellow. With this code in place, you will be able to choose the "Special" Control Types—A3, A4, etc.—at any difficulty setting, not just "Very Easy" and "Easy".

### Camera Controls

Go to the Options menu and choose any control type that has all four of the top buttons set to "NOT USE." Move down to the Camera Action setting; you'll find a new camera angle option called "Your Self." Choose it, and you'll gain access to eight new Control Type settings labeled A5 through H5, with "Camera X" and "Camera Y" functions assigned to the L and R buttons on top of the controller. Choose one of the new Control Type settings and start the game. The top buttons function as follows:

L1: Rotate counter-clockwise  
 L2: Tilt backward  
 R1: Rotate clockwise  
 R2: Tilt forward

To access additional camera controls, press the START button on Controller 1 to pause the game. While the "Pause" menu is on the screen, hold all four action buttons ( $X + \square + \triangle + \circ$ ) and press SELECT once to make the pause menu disappear; press it again to remove the energy bars. (Note: You can use this trick at any time, even if you're not messin' with the camera angles. To restore the "Pause" menu and energy bars, just pause the game, hold the four action buttons and press SELECT one more time.)

While the game is still paused with the Pause menu and energy bars removed, the controller has six new secret functions:

L1: Pan left  
 R1: Pan right  
 D-pad Up: Pan up  
 D-pad Down: Pan down  
 L2: Zoom in  
 R2: Zoom out

Pressing the SELECT button repeatedly on Controller 2 allows you to step through the character animation one "frame" at a time; holding it down will allow you to play the game in super slow-motion. Press SELECT on Controller 1 to toggle between the rotate/tilt camera controls and the pan/zoom controls.

### BATTLE ARENA TOSHINDEN 2

#### Boss Code 1

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press R1, L2, X, L1, R2, O before all of the text appears. You'll hear a signal to confirm the code if you're fast enough. At the fighter-select screen, highlight the "?" box; Master and Uranus are now included in the random characters that appear. To choose them more easily, hold the SELECT button; this slows down the random-select feature.

#### Boss Code 2

With Boss Code 1 in place as described above, return to the title screen; while the words "1P GAME," "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press O, R2, L1, X, L2, R1 before all of the text appears. You'll hear a signal to confirm the code if you're fast enough. At the fighter-select screen, highlight the "?" box; Vermilion and Sho are now included in the random characters that appear. To choose them more easily, hold the SELECT button; this slows down the random-select feature.

### Camera Controls

At the Options menu, set all four of the top buttons to "NOT USED." Move down to the Camera Action setting; you'll find a new camera angle option called "Camera." With this setting, you can change camera angles almost exactly as described under the codes for the original Battle Arena Toshinden game; the only difference is that you can't pan left or right.

### BEAST WARS TRANSFORMERS

#### Weapon Power-Up

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right,  $\triangle \times \square$ , START. Now your character's weapon will be more powerful than the standard weapon.

#### Stage Skip

During the game, press START to pause.

When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right,  $\triangle \times \times \triangle$ , Right, Left, Down, Up, START. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

### BIO BREAKS

#### First-Person View

During a match, hold L2 + R2 and point the D-pad away from your opponent to activate a first-person camera view. To return to the standard camera angle, hold L2 + R2 and press Down.

### BLACK DAWN

#### Secret Deathmatch Mode

At the main title screen, hold SELECT + R2 on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player Combat game, complete with "wraparound" screen.

#### Access All Levels

At the main title screen, hold Left + L2 and press SELECT; you'll hear a sound to confirm the code. Now start the game; you'll have access to all of the missions from the "Insertion Points" map.

#### Maximum Fuel & Ammo

Press START to pause the game, then press SELECT, L2, SELECT, R2,  $\triangle \triangle \triangle \circ$ .

#### Acquire Wingman

Press START to pause the game, then press SELECT, L2, SELECT, R2,  $\square \square \square \circ$ .

#### Maximum Weapons

Press START to pause the game, then press SELECT, L2, SELECT, R2, L1, L2, R1, R2.

#### Upgrade Gun

Press START to pause the game, then press SELECT, L2, SELECT, R2, SELECT, SELECT, SELECT.

#### Upgrade Current Weapon

Press START to pause the game, then press SELECT, L2, SELECT, R2, L1, L1, R1, R1.

#### Complete Current Mission

Press START to pause the game, then press SELECT, L2, SELECT, R2,  $\triangle \triangle \triangle \square$ , Down, Down, Down.

#### Secret Video Scene

If you beat the game at the "Rockin'" difficulty setting, you'll see a secret video scene with behind-the-scenes footage from Black Ops, the game's developer. You can find it easier if you set the difficulty to "Rockin'", enter the "Access All Levels" code above, then go to Operation Hurricane and enter the "Complete Current Mission" code, also shown above.

### BLAST CHAMBER

#### Infinite Lives

At the main menu, press  $\square$ , Left,  $\square$ , Right,  $\square$ , Down,  $\square$ , Up; you'll hear a metallic sound to confirm. Now start a game in "Solo Survivor" mode; when you die, your life count will not be decreased.

### BLAST RADIUS

#### Secret Levels

At the main menu, press L1, Left, L2, Down, SELECT, Left, Down, R2, R2, R2, SELECT, Up. You will hear a sound if done correctly. Enter the game and you will immediately have access to four secret levels. Note that this code cannot be used at the same time as any of the following three codes.

#### Programmer Backgrounds

At the main menu press Down, Up, L1, Right, L1, Up, Right, SELECT, Right, R2, L1, L2. You will hear a sound if done correctly. Now you can see the programmers' faces floating in space (if you have not already entered the Secret Levels code; see note above).

#### Powered Up Ships and Sector 5

At the main menu press Right, L1, Up, Up, Down, Right, R2, L2, R2, Down, Up, Down. Select any ship, start the game, then quit out of the game. Now all ships will be powered up and Sector 5 will be available (if you have not already entered the Secret Levels code; see note above).

#### Wraith Ship and Sector 8

At the main menu press Left, Right, L1, Left, Right, L1, R2, R2, L2, Left, Right, Up. This code may not work if you have already entered the Secret Levels code (see note above).

### BLAZING DRAGONS

#### Password

Final Level—V ? U S M K 4 N 6 L U L O H W 5 C B

### BLOOD OMEN: LEGACY OF KAIN

#### Refill Energy

At any time during the game—not while paused—enter any of the following codes as needed:

- Refill Energy—Press Up, Right,  $\square$ ,  $\circ$ , Up, Down, Right, Left.
- View All FMV Scenes—Press Left, Right,  $\square$ ,  $\circ$ , Up, Down, Right, Left. (Access the "Dark Diary" from the Options menu and you'll be able to watch all of the video scenes from the game.)

### BLOODY ROAR

#### Bonus Modes

To unlock the options at the "Bonus Modes" menu, you must accomplish the following:

- Clear the game using no continues at Level 4 difficulty or higher to unlock "Big Arm Type"
- Clear the game with Yugo at Level 4 difficulty or higher to unlock "No Gauge Mode"
- Clear the game with Alice at Level 4 difficulty or higher to unlock "Camera Mode"
- Clear the game with Long at Level 4 difficulty or higher to unlock "No Lighting Mode"
- Clear the game with Gado at Level 4 difficulty or higher to unlock "No Guard Mode"
- Clear the game with Mitsuko at Level 4 difficulty or higher to unlock "No Wall Mode"
- Clear the game with Fox at Level 4 difficulty or higher to unlock "Wall Display Off"
- Clear the game with Bakuryu at Level 4 difficulty or higher to unlock "Vitality Recover"
- Clear the game with Greg at Level 4 difficulty or higher to unlock "Small Stage"
- Beat 10 opponents or more in a row in Survival Mode to unlock "Big Stage"
- Clear the game with all characters at Level 4 difficulty or higher to unlock "Afterimage Mode"
- Beat all opponents in Time Attack mode in less than 10 minutes to unlock Alice's Sailor costume

### BOGEY DEAD 6

#### Secret Camera Angle

Choose your fighter at the plane select screen; then, when the "Now Loading..." message appears, press and hold L1 + L2 + R1 + R2. When the game starts, press SELECT to cycle through the different camera angles; you'll find a new "chase plane" view that lets you play without all of those annoying cockpit instruments in your face.

#### Access All Fighters

At the Fighter Select screen, press Left, Right, Down, Up, Down, Right, SELECT. You'll hear a shout and all of the fighters will become available for you to choose.

#### Access All Missions

At the Mission Select map in Mission mode, just press Up, Down, Right, Left, Down, Up,  $\square$ . You'll hear a shout and all of the missions will become available for you to choose.

### BOMBERMAN WORLD

#### Secret Passwords

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:

- 3 6 3 6—Unlocks two extra stages in Battle Game mode
- 1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed
- 6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

### BRAVO AIR RACE

#### Secret Vehicles

At the main title screen menu, hold R1 + L2 on Controller 2 and rapidly tap the SELECT button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter.

### BUBBLE BOBBLE ALSO FEATURING RAINBOW ISLANDS

#### Debug Mode

Choose "Bubble Bobble" from the main menu, then—as soon as the main title screen

appears with the Taito copyright at the bottom of the screen—press Down, Up, Down, Up, Right, Down, Left, Down, Up, Down. If you're fast enough, the words "Debug Enabled" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the R1 button; press L1 to go back through the levels. Press R2 during the game to access a debug menu that allows you to choose a starting stage or add lives for both players (press R1 to return to the game.)

#### Secret Stages

As above, choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press Right, Left, Up, Down, Up, Down, Up. If you're fast enough, the words "Original Game" will appear in the lower left corner of the screen. Now you can access bonus areas after levels 20, 30 and 50 even if you die.

### BUBSY 3D

#### Cheat Codes

Press  $\square$  at the title screen to access the "Load Game" menu, then enter any of the following passcodes for different effects:

X M U C H O L I F E — 99 lives  
 X T O O R O C K E R — Have all rockets  
 X L V L C H T M S B — Access all levels  
 X Z O O M M E R K B — During the game, hold Left on the D-pad and press START to warp to a different location in the current stage

X A L L D B U G C R — Activate all of the above cheats at once  
 X B N S C H T M M M — Play bonus round  
 X U R A S N A K E R — Bubsy w/black T-shirt & eyepatch

#### Voice Test

As above, access the "Load Game" menu, then enter the following passcodes to hear all of Bubsy's dialogue from the game (each code will allow you to hear a group of phrases from a specific scenario).

B U B S Y H I T X A  
 B U B S Y B O P X A  
 B U B S Y C N T X A  
 B U B S Y D O G X A  
 B U B S Y C A R X A  
 B U B S Y G L D X A  
 B U B S Y H I H X A  
 B U B S Y I D L X A  
 B U B S Y P O W X A  
 B U B S Y C R X A  
 B U B S Y U F O X A  
 B U B S Y H Z O X A  
 B U B S Y W O O X A  
 B U B S Y W O L X A  
 B U B S Y W O R X A

### BUST-A-MOVE 2: ARCADE EDITION

#### Extra Credits

Choose "Options" from the title screen; then, at the Options menu, press Left, Right, R1, R2, L2, L1, Up, Down. A 30-second timer will appear in the upper right corner of the screen. Now quickly highlight the "Credits" option and start tapping the  $\times$  button as quickly as you can. Pressing  $\times$  four times gives you one credit. Press it five more times for another extra credit, six more times for another, and so on; the number of times you must press the  $\times$  button to get the credit increases by one for each credit you earn. You'll see the "Credit" counter in the lower right corner start to increase as you're tapping, but it gets more and more difficult as the timer counts down. When the timer runs out, that's it. You can return to the title screen and try the code again to accumulate more credits, but the total credits will be cut down to nine each time you return to the Option menu. Also, if you use an auto-fire controller, the Credit counter may reset to 1 if you manage to get over 30 credits.

#### Another World

At the title screen—while the words "Press Start" are flashing—press R1, Up, L2, Down. You'll see a little green guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.

#### Character Select

If you're sick of the green dinosaur Bub, try this trick. Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, Down, then press L1+L2+R1+R2.



simultaneously. A secret "Character Select" menu will appear. Press Left or Right to change to a different character, then press any of the four action buttons to continue. You'll still see Bubsy at the map screen, but when the game starts, you'll be playing as the character you chose.

**BUST-A-MOVE 4****Cheat Codes**

Each of the following codes should be entered quickly at the title screen, while the words "PUSH START BUTTON" are flashing. You'll hear a sound to confirm each one:

- Access All Characters—Right, Right,  $\triangle$ , Left, Left

This code unlocks all of the hidden characters—Monsta, Woolen, Maita, Packy, Dreg and Madam Luna—if you haven't already earned them.

- Tarot Reading—Up,  $\triangle$ , Down,  $\triangle$ , Up

This code adds a new option called "Tarot Reading" to the Option menu.

- Ura" Puzzle Mode— $\triangle$ , Left, Right, Left,  $\triangle$

This code gives you a completely different collection of puzzles in the game's "Puzzle" mode.

- "Talk Demo" Mode— $\square$ , Up, Left, Down, Right, Up,  $\square$ , Down, Left, Up, Right, Down,  $\square$

Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.

**BUSTER BROS. COLLECTION****Cheat Codes**

Choose Super Buster B. from the main menu and select "Game Start." When the "Select Mode" screen appears, choose the number of players; then, at the next menu, highlight "Tour Mode," hold Down on the D-pad and press  $\times$ . A stage-select menu will appear.

**Buster Buddies Stage Select**

As above, choose B. Buddies from the main menu and select "Game Start." When the title screen appears, choose the number of players; then, at the "Select Game" menu, highlight "Normal," hold Down on the D-pad and press  $\times$ . A stage-select menu will appear after the player-select menu.

**Buster Buddies Bonus Stages**

Choose B. Buddies and select "Game Start." When the title screen appears, choose the number of players, then quickly hold  $\times$  on Controller 2 before the "Select Game" menu appears. When it does, highlight "Normal" and press  $\times$  on Controller 1. After choosing your character(s), you'll access a top secret series of bonus stages.

**C. THE CONTRA ADVENTURE****Cheat Codes**

Each of the following codes can be entered at the Main Menu:

- Stage select—Left, Up, Right,  $\square$ ,  $\triangle$ ,  $\triangle$ , Down
- Infinite lives—Up, Right,  $\square$ ,  $\triangle$ , Right, Left,  $\square$ ,  $\triangle$
- Infinite Super Bombs— $\square$ , Right, Down, Down, Left,  $\square$
- Super Machine Gun—Right, Right,  $\square$ ,  $\triangle$ , Right, Left, Down, Down
- Movie Player— $\triangle$ ,  $\triangle$ , Down,  $\square$ , Up, Up, Left,  $\triangle$

**CARDINAL SYN****Cheat Codes**

Each of the following codes can be entered at the title screen while the words "Press Start" are flashing:

- Unlock all characters except Syn and Kron—L1, R2,  $\square$ , Down,  $\square$ , Down, L2,  $\square$ ,  $\square$
  - Unlock Syn—R1, Right, R2,  $\square$ , R1, Down, R1, R2,  $\square$
  - Unlock Kron—L2, L2, Up, Up, Up, Left, Down, Up,  $\square$ , L1
  - New costume for Orion—R2, Down, Down,  $\square$ ,  $\square$ , R2
  - New costume for Neprha—L1,  $\square$ , Up,  $\triangle$ , Left,  $\triangle$
  - New costume for Juni—Down,  $\square$ , Down, L2, Down, Down, Down
  - New costume for Syn— $\square$ ,  $\square$ ,  $\square$ , L1, R1,  $\square$ , Left
  - Infinite Magic—Right, Right, Right, Left,  $\triangle$ , Left, Left
  - Allow dismemberment in any round—Up, Up, Right, Right, Left,  $\square$ ,  $\square$ , Down
- \* See characters' ending sequences instead of

opening sequences— $\triangle$ , Right,  $\triangle$ , Right,  $\triangle$ ,  $\triangle$ , R2, R1, L1, L2,  $\triangle$

**CARNAGE HEART****Manual Control**

During a battle, press the SELECT button to bring up the display menu, then press the SELECT button 11 more times. You'll see the last option on the menu change from "Camera" to "Action". Highlight this new option and press  $\triangle$  to change the setting from "Automatic" to "Manual"; now you can control your OKE as follows:

Up, Down—Move forward, backward  
Left, Right—Turn left, right  
 $\square$ +Left—Move left  
 $\square$ +Right—Move right  
 $\square$ +Up—Change altitude up  
 $\square$ +Down—Change altitude down  
—Grapple  
 $\triangle$ +Jump up  
 $\triangle$ +D-pad—Jump forward, backward, left or right  
—Fire Main Weapon  
 $\square$ Duck  
 $R2$ + $\triangle$ —Fire Sub Weapon  
 $R2$ + $\square$ —Fire Sub Weapon twice  
 $R2$ + $\triangle$ —Fire Sub Weapon three times  
 $R2$ + $\square$ —Fire Sub Weapon four times

If you're in battle with one or more allies and you use the L2 button to view a different OKE, you will take control of that OKE and the one you were controlling before you pressed L2 will revert to automatic control.

**CART WORLD SERIES****Cheat Codes**

At the "Select Driver" menu, choose "Create Driver" and enter one of the following names for different effects:

BANZAI—No collisions with other cars  
EPILEPTI or SPACERID—Race on *Tron*-style tracks  
FAT TIRE—Fat rear tires

PUSHBUTT—with this name in place, start the game in analog control mode; when you push in the left analog controller (that is, push it into the controller until you hear a click) you'll see the reverse camera angle of your car; push in the right analog controller to activate the clutch.

**CODENAME: TENKA****Access All Weapons**

Press START at any time during the game to pause, then enter the following code at the pause menu: Hold L1, then press  $\triangle$ , R1,  $\square$ ,  $\triangle$ ,  $\square$ ,  $\triangle$ . Release L1 and a new option called "All Weapons" will appear on the pause menu; choose it and you will be equipped with maximum firepower.

**Stage Select**

Press START at any time during the game to pause, then enter the following code at the pause menu: Hold L2, then press  $\square$ ,  $\square$ ,  $\triangle$ , R1,  $\square$ ,  $\triangle$ ,  $\square$ . Release L2 and a new option called "Level Warp" will appear on the pause menu; choose it and you will be able to warp to any stage.

**COLLEGE SLAM****Secret Teams**

At the College Slam title screen—while the words "Press Start" are flashing—press Left, Up,  $\square$ , Down, Up, Right,  $\triangle$ . You'll hear a faint "plink" sound to confirm the code. Now

when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team insignia.

**Vs. Screen Cheats**

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats:

Quick Hands—Left,  $\triangle$ ,  $\square$ , Up  
Max Power— $\triangle$ , Down,  $\triangle$ , Right  
Power-Up Goaltending—Down, Down, Down, Up, Up  
Power-Up Fire—Left, Right, Left, Right, Up, Down  
Power-Up Turbo—Down,  $\triangle$ , Down, Down, Up  
Power-Up Offense—Right, Up, Down, Down, Up  
Power-Up 3-Pointers—Up, Up, Up,  $\triangle$ ,  $\triangle$ ,  $\triangle$

Power-Up Dunks—Down, Up, Down, Up, Up, Up

Power-Up Push—Up,  $\triangle$ , Up,  $\square$ , Up, Up

Push an opponent and both fall—Up, Left, Left

Push an opponent and only his teammate falls—Down,  $\triangle$ , Down,  $\triangle$ , Down

High Shots—Up, Up, Up, Up, Up, Up

Speed-Up—Right, Right, Right, Right, Right, Right

Whirlwind—Up, Right, Down, Left, Up, Right, Down

**COMMAND & CONQUER: RED ALERT RETALIATION****Cheat Codes**

Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (O in the default control configuration) at each one. For example, to enter the "Parabombs" code, press  $\triangle$  to access the sidebar, then highlight the  $\square$  symbol, press the  $\square$  button, highlight the  $\times$  symbol, press the  $\circ$  button, highlight the  $\triangle$  symbol, etc.

- Invulnerability— $\times$ ,  $\square$ ,  $\times$ ,  $\triangle$ ,  $\triangle$
- 1,000 Credits— $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$
- Atom Bomb— $\square$ ,  $\times$ ,  $\square$ ,  $\square$ ,  $\square$
- Chronoshift— $\square$ ,  $\triangle$ ,  $\square$ ,  $\square$ ,  $\square$
- Parabomb— $\times$ ,  $\times$ ,  $\square$ ,  $\square$
- Reveal Entire Map— $\triangle$ ,  $\triangle$ ,  $\square$ ,  $\square$
- Win Current Level— $\square$ ,  $\square$ ,  $\triangle$ ,  $\triangle$
- Lose Current Level— $\square$ ,  $\times$ ,  $\square$ ,  $\square$
- "Soylent Green" mode\* (harvest people instead of ore)— $\times$ ,  $\times$ ,  $\square$ ,  $\times$
- Replace generic "civilians" with real names— $\square$ ,  $\square$ ,  $\square$ ,  $\square$

**COLONY WARS: VENGEANCE****Cheat Passwords**

Access the "Password" option from the main menu, then select "Password" and enter any of the following codes exactly as they appear:

• Enter "Hestas'Retor" for infinite energy.

• Enter "Commander'Jeffer" to access all levels.

• Enter "Tranquillex" to get super-cooled weapons.

• Enter "Memo\*X33RTY" for infinite secondary weapons.

**COLONY WARS: VENGEANCE****Cheat Passwords**

Access the "Password" option and enter any of the following passcodes exactly as they appear here:

• Enter "Demon" to access a stage-select option

• Enter "Vampire" for infinite energy

• Enter "Avalanche" for infinite Afterburner

• Enter "Chimera" for infinite Secondary weapons

• Enter "Hydra" for 99 upgrade credits

• Enter "Dark\*Angel" for super-cooled weapons

• Enter "Tornado" to access all weapons

• Enter "Thunderchild" to access all fighters

• Enter "Blizzard" to activate all of the above cheats

• Enter "Stormlord" to turn all active cheats off

**COMMAND & CONQUER****Japanese Mode**

Enter "GODZILLA" at the password screen

and begin the game. The characters will all speak in Japanese.

**Power-Up Codes**

At any time during the game, press START to pause, then enter one of the following codes. When you press START again to unpause, you will have access to the feature you requested as follows:

Ion Cannon—Right, Down, Left, Left, Down, Right, Right, Down, Left,  $\times$ ,  $\triangle$

Air Strike—Right, Down, Left, Left, Down, Right, Right, Down, Left,  $\times$ ,  $\square$

Extra \$5,000—Right, Down, Down, Left, L1, Left, Right, Down, Left

Reveal Entire Map— $\square$ ,  $\square$ ,  $\square$ , Up,  $\square$ ,  $\square$ ,  $\square$

Access Covert Operations

Choose "Enter Password" from the main menu and input the password "COVERTOPS".

When you return to the main menu, you'll find a new option called "Covert Operations".

The Covert Operations missions are different

depending on which disc you have in the PlayStation when you enter this code, so remember to try them both.

**Passwords**

GDI Level 5—A S 6 A 7 A N 1 D

GDI Level 6—O X 3 C 3 S D 4 G

GDI Level 7—Y L X G J X L E 1

GDI Level 8—V 2 6 4 N Y U E 6

GDI Level 9—N X 7 Q G 3 4 8 E

GDI Level 10—O X B B A I R Y 4

GDI Level 11—B 9 J U O 3 S E 5

GDI Level 12—1 4 A K N X O B 0

**COMMAND & CONQUER: RED ALERT****Cheat Codes**

Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (O in the default control configuration) at each one. For example, to enter the "Parabombs" code, press  $\triangle$  to access the sidebar, then highlight the  $\square$  symbol, press the  $\square$  button, highlight the  $\times$  symbol, press the  $\circ$  button, highlight the  $\triangle$  symbol, etc.

- 1,000 Credits— $\square$ ,  $\square$ ,  $\times$ ,  $\triangle$ ,  $\triangle$
- Atom Bomb— $\square$ ,  $\times$ ,  $\square$ ,  $\square$ ,  $\square$
- Chronoshift— $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\times$
- Parabomb— $\times$ ,  $\times$ ,  $\square$ ,  $\square$ ,  $\triangle$
- Reveal Entire Map— $\triangle$ ,  $\triangle$ ,  $\square$ ,  $\square$
- Win Current Level— $\square$ ,  $\square$ ,  $\square$ ,  $\square$



## CRASH BANDICOOT

### Cheat Codes

Enter the following special password to gain access to any stage with all gems and keys collected:

```
△△△△△×△△△
```

## CRASH BANDICOOT 2: CORTEX STRIKES BACK

### 10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.

### Secret Levels

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spiky creatures. While Crash is hanging, use the **O** or **R1** button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.

## CRASH BANDICOOT: WARPED

### Secret Stages

In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.

In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus Rex.

## Critical Depth

### Cheat Codes

These codes should be entered quickly during gameplay:

- Invincibility—**L1, R1, L1, R1, Up, Down, Left, Right**
- Mines—Hold **R2** and press **Right, Left, Down**
- Quad Damage—**R1, R2, R1, R2, Up, Down, Up, Down**
- Drop Pods—**L1, R1, L1, R1, Up, Down, Left, Up**
- Surface Mine—Hold **R2** and press **Right, Left, Down**
- Stun Blast—Hold **R2** and press **Right, Left, Up**
- Infinite Weapons—**L1, R1, L1, R1, Up, Down, Left, Down**

## CROC: LEGEND OF THE GOBOS

### Cheat Passwords

Choose "Enter Password" from the main menu and enter one of the following codes:

```
○△○△○△○○○—Start at Ship stage with invincibility
○○○○○○○○○○○—Giraffe Mode
△△△△○○○○○○—Stickman Mode
△△○○○○○○○○—Watch All Video Scenes
○○○○○○○○○—Debug Mode
△△△△○○○○○○—Pier
○○○○○○○○○○—Ship
○○○○○○○○○○—Tomb
○○○○○○○○○○—Graveyard
△△△△○○○—Church
○○○○○○○○○○—Day of the Dead
○○○○○○○○○○—Second Coming Club
○○○○○○○○○○—Judah's Tower
○○○○○○○○○○—Borderlands
```

## DESENTE O J XX △ O—Finale

## CRUSADER: NO REMORSE

### Cheat Mode

Choose "Teleport to Mission" from the "Load Game" menu and enter the password "L 0 S R" (the second character is a zero.) You'll get a message that says "Invalid Passcode" but the cheat mode will be in effect anyway. Now start a new or saved game. At any time during the game, hold **R1** and press **O** to refill your health and energy. This also gives you 2,000 extra credits, all of the items and all of the weapons with ammo.

### "Mama's Boy" Passwords

```
Mission 5—T D S
Mission 10—X G Z
Mission 15—J F M 4
Secret "Realtime" Mission—L R T N
"Weekend Warrior" Passwords
Mission 5—V D S
Mission 10—Z G Z
Mission 15—K F M 4
Secret "Realtime" Mission—M R T N
"Loose Cannon" Passwords
Mission 5—W D S
Mission 10—O G Z
Mission 15—L F M 4
Secret "Realtime" Mission—N R T N
"No Remorse" Passwords
Mission 5—X D S
Mission 10—I G Z
Mission 15—M F M 4
Secret "Realtime" Mission—P R T N
```



## DARKSTALKERS 3

### Play as Soul Stealer

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

### Play as Soul Stealer 2

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

### Play as Night Warriors Talbain

At the character-select screen, highlight Talbain, hold the **SELECT** button and press all three Punch or all three Kick buttons simultaneously.

### Play as Shin Bishamon

At the character-select screen, highlight Bishamon, hold the **SELECT** button and press any button.

## DEATHTRAP DUNGEON

### Stage Select

At the main menu, press **L1, R1, △, □, ▲, ▼, R1, L1**; you'll hear a signal to confirm the code. Now access the "Load Game" menu; you'll find a list of the game's stages. Choose any stage to warp directly to it—albeit without any items.

## DESCENT

### Cheat Codes

Each of the following codes can be entered at any time during gameplay—not while the game is paused. Some of the codes can be deactivated by entering the same code again.

```
Turbo Mode—Press □, △, ○, ▲, ▼, ○, △, ▲, ▾
Shield Recharge—Press △, ▲, △, ▲, △, ▲, ▾
Bright Display—Press □, △, ○, ▲, ▼, ○, △, ▲, ▾
Invincibility—Press □, △, ○, ▲, ▼, ○, △, ▲, ▾
Access All Keys—Press □, △, ○, ▲, ▼, ○, △, ▲, ▾
Access All Weapons—Press □, △, ○, ▲, ▼, ○, △, ▲, ▾
Stage Select/Extra Difficulty Levels
Enter the following code during gameplay (not while paused): □, △, ▲, ▾, △, ○, ▲, ▾
```

△, ○, ▲, ▾. The words "Full Level Access Granted" will appear on the screen, indicating that a cool cheat code is in place. Now pause the game and choose "Quit Game", then select "New Game" from the main menu. Note that two new difficulty levels have appeared, "Ace" and "Insane". Better yet, you'll find that when you reach the galaxy map screen, you can move around and start the game at any stage, including the secret levels.

## DESCENT MAXIMUM

### Cheat Codes

Enter the following codes during gameplay (not while paused):

```
All Weapons, Energy and Shields—△, ○, ▲, ▾
All Keys—△, ▲, △, ▲, △, ▲, △, ▲, ▾
Invincibility—△, ▲, △, ○, ▲, ▾, △, ▲, △, ▾
Cloak—△, ▲, ○, ▲, ▾, △, ▲, △, ▾, △, ▾
Full Shields—△, ▲, ▾, △, ▲, ▾, △, ▾, △, ▾
```

Go Wingnut—△, ▲, ○, ▲, △, ▾, △, ▲, ▽, △, ▾, △, ▽

Turbo—△, ▲, ○, ▾, △, ▾, △, ▾, △, ▾, △, ▾

Extra Life—△, ▲, ○, ▲, △, ▾, △, ▾, △, ▾, △, ▾

Robots Move Fast, but Fire Slow—△, ▲, ▾, △, ▾, △, ▾, △, ▾

Colors—△, ▲, ○, ▾, △, ▾, △, ▾, △, ▾, △, ▾

More Colors—△, ▲, ○, ▾, △, ▾, △, ▾, △, ▾, △, ▾

All Keys and Open All Levels—△, ▲, ○, ▾, △, ▾, △, ▾, △, ▾, △, ▾

All Accessories—△, ▲, ○, ▾, △, ▾, △, ▾, △, ▾, △, ▾

○, ▾

## DESTRUCTION DERBY

### Hidden Photo

At the "piracy" warning screen at the beginning of the game, press and hold **L1 + Left + O**. After the Psygnosis owl appears, the Reflections logo will be replaced by a photo of the game's design team.

### Hidden Track

Choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "REFLECT!". Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Race Practice".) Now choose a track; you'll find a new course called "Ruined Monastery".

### Opponent Select

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "NPLAYERS". Next, return to the main menu and choose any single-track mode except those under "Destruction Derby". Now choose a course; after you make your selection, you'll get a secret menu prompt that lets you change the number of cars in the race. Set the number at "1" and you'll be the only car on the track.

### Invincibility

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "IDAMAGE!". Next, return to the main menu and choose any game mode. Notice that your car will no longer take any damage; you're completely invincible.

## DESTRUCTION DERBY 2

### Access All Tracks

Choose the "Championship" option in the "Wreckin' Racing" or "Stock Car" mode and enter your name as "MACSRPOO" (that's a small "r"!) Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Practice".) Now choose a track; you'll find that you can access the Black Sail Valley, Liberty City and SCA Ultimate Destruction Speedway courses even if you haven't unlocked Divisions 1, 2 or 3.

### See the Credits

As above, choose a "Championship" mode and enter your name as "ToNyPaRk" (Make sure that only the "T", "N", "P" and "R" are capitalized.) You'll get to see the ending credits from the game. If you enter the name "CREDIT!" instead, you'll see an alternate credit sequence with caricatures of the game's creators.

## DIE HARD TRILOGY

### Cheat Codes

Each of the following codes works in the "Die Hard" portion of the game:

Invincibility—Press **START** to pause, then hold the **R2** button and press **Left, Right, Up, Down**,

Stick-Man Mode—Press **START** to pause, then hold the **R2** button and press **△** ten times, then **Right** four times

Silly Mode—Press **START** to pause, then hold the **R2** button and press **Down, O, O, Down, △, Down**

### Die Harder Cheats

Each of the following codes works in the "Die Harder" portion of the game:

Invincibility—Press **START** to pause, then hold the **R2** button and press **Down, △, Right, □**. Your health will go down, but you won't die when it's gone.

Fergus Mode—Press **START** to pause, then hold the **R2** button and press **O, Down, Down, □, ▾**. Now all of the characters in the game will have the face of Fergus McGovern, the head of Probe Entertainment, which is the company that developed the game.

### Die Hard With a Vengeance Cheats

Each of the following codes works in the "Die Hard With a Vengeance" portion of the game:

Big Cars—Press **START** to pause, then hold the **R2** button and press **Left, △, Right, Down**.

Chase View—Press **START** to pause, then hold the **R2** button and press **Down, O, Down, O**. This adds a new camera angle to the available options.

## DOOM

### Cheat Codes

Each of the following cheats must be entered while the game is paused:

Map All Lines On—△, ▲, L2, R2, L2, R1, ▾

Map All Things On—△, ▲, L2, R2, L2, R2, R1, ▾

Lots of Goodies!—△, ▲, L1, Up, Down, R2, Left, Left

All Powerful Mode On (Invincibility)—Down, L2, ▾, R1, Right, L1, Left, □

X-Ray Vision—L1, R2, L2, R1, Right, △, ▾, Right

Level Warp—Right, Left, R2, L1, ▾, L1, O, X

(press Left or Right to change the stage number.)

## DUKE NUKE: TIME TO KILL

### Cheat Codes

Press **START** during the game to pause, then enter any of the following codes at the pause screen:

Invincibility—L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT

Invisibility—L1, R1, L1, R1, L1, R1, L1, R1, L1, R1

Double Damage—L2, R2, L2, R2, L2, R2, L2, R2, R2

Big Head—R1, R1, R1, R1, R1, R1, R1, R1, Up

Tiny Head—R1, R1, R1, R1, R1, R1, R1, R1, R1, Down

Big Head Enemies—R1, R1, R1, R1, R1, R1, R1, R1, R1, Left

Enable Level Select at main menu—Down, Down, Down, Down, Down, Down, Down, Up

All Weapons—L1, R2, Up, L1, L2, Down, R1, Right, R2, Left

Unlimited Ammo—Left, Right, Left, Right, SELECT, Left, Right, Left, Right, SELECT

All Inventory—R1, R1, R1, R1, R1, L2, L2, L2, L2

All Keys—Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

## DYNASTY WARRIORS

### Secret Character: Sun Shang Xiang

At the main menu—the one that says "1P Battle, Versus," etc.—press **Left, Left, Up, Down, △, ▲, L1, R1**; you'll hear a sound to confirm the code. Now start the game; you'll find Sun Shang Xiang when the cursor moves off the edge of the screen at the character-select menu. Note: To choose this character in the "Versus," "Team Battle" or any other game mode with the "shortcut" character-select screen, just press any **L** or **R** button when the character select screen appears and Sun Shang Xiang will appear on the row of faces.









**Kick by INXS—"Gooaal!"**  
**Grand Prix by Teenage Fanclub—"Radial"**  
**No Way Out by Puff Daddy & the Family—"Jero"**

**Mellow Gold by Beck—"Magnet"**

**Major League 2 by Original Movie Soundtrack—"Player"**  
**History of the Grateful Dead, Vol. 1 by The Grateful Dead—"Teddy"**

**Floored by Sugar Ray—"Jaques"**

**Greatest Hits, Volume 3 by Billy Joel—"Shades"**

**Spice by Spice Girls—"Cutey"**

**Live at the Apollo by James Brown—"Hot Foot"**

**Salsa No Tiene Frontera by Orquesta de la Luz—"Mage"**

**Damned Damned Damned by The Damned—"Doodle"**  
**Yourself or Someone Like You by Matchbox 20—"Sketch"**

**Truth and Soul by Fishbone—"Beamer"**

**Men in Black: The Album Original Movie Soundtrack—"Disrupt"**

**Tecmo's Deception (PlayStation game) by Tecmo—"Ardebaren"**

**More Secrets**

• The average monster will not live long enough for you to take it from the "E" ranking all the way up to "S" rank. There is a special food item in the game which will automatically increase your monster's lifespan by one year; otherwise, you should try not to push your monster too hard if it is tired, sick or injured. If your monster lives to be 10 years old, you will be rewarded with a special birthday song!

• Some special monster types can be created by combining two monsters in the Lab with the right item. For example, if your monster goes out exploring with Karn and finds a Magic Banana, take it to the Lab and use it when you combine two very lazy monsters; both should have a "style" rating of "Spoil." The result will be a rare Ape monster style.

• If you continue to play the game for many "years" of game time, new items will appear for sale in the item shop which will allow you to create rare monsters by using them when you combine monsters at the Lab.

• When your monster dies and you go to the shrine to create a new monster, there is a 1-in-16 chance that the new monster will be imbued with the spirit of the monster who died. A monster who is "possessed" in this way will not live long, but if you take it to the Lab and combine it with another monster, you may be rewarded with a rare "Ghost" monster type.

• To earn the rare "Doodle" monster type, breed a monster of the "Monolith" type until its "Fame" level rises above 80. Once you're there, allow the monster to lose battles until its Fame drops below 65; if this happens, the monster will become vandalized and change into the "Scribble" type. Combining the "Scribble" monster with another monster in the lab to get the "Doodle" type.

• To earn the extremely rare "Disc" monster, you must freeze a monster of the "Gooaal!" type and another of the "Radial" type and combine them in the Lab.

## MORTAL KOMBAT 3

### Play as Smoke

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing R1 once, △ six times, × six times and ○ nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

### Secret Cheat Mode

During the opening demo, quickly press ×, ○, △, R1, R1, R2, R2, R1, R1. You'll hear Shao Kahn say, "You will never win." Now press START; when the stone block appears with the word "KOMBAT" in red, press Up to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatal-Tility Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round

Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press ×, L1, L2. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

## MORTAL KOMBAT 4

### Secret Cheat Menu

Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:

- Player 1: Press Low Punch three times and Low Kick twice
- Player 2: Press Low Punch twice, Block once and Low Kick three times

After the match starts, press START to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "VS. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

### Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

- 1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.
- 2) To play as Goro, move the invisible cursor up to Shinrok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.

To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.

- 3) Continue to hold Block + Run until the fight starts.

## MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

### Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.

### Combos

3 Hits—High Punch, High Punch, Low Punch  
 5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick

6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

### Cheat Passports

Choose "Options" from the main menu and select "Password"; then enter any of the following cheat codes:

- Enter "G T T B H R" for infinite lives
- Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory

• Enter "C R V D T S" to see the credits from the end of the game

• Enter "R C K M N D" to see a demo of the rock boss exploding

### Stage Passwords

Wind Stage—T H W M S B

Earth Stage—C N S Z D G

Prison Stage—R G T K C S

Water Stage—Z P R K D M

Fire Stage—J Y P P H D

Bridge of Immortality—Q F T L W N

Qian Chi's Fortress—Z C H R R Y (With this code in place, you can warp directly to the battle with Quan Chi if you hold the L1 button when you die. If you are holding the L2 button when you die, you will warp to the battle with Shinrok.)

## MORTAL KOMBAT TRILOGY

### Stage Select

At the character-select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

### Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold

Run + Block + High Punch + High Kick and point the D-pad Away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters.

### Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold L1 + L2 + R1 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery." Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

- Fatality 1—Press □ when "Finish Him/Her" appears
- Fatality 2—Press ○ when "Finish Him/Her" appears
- Animality—Press L2 when "Finish Him/Her" appears
- Friendship—Press R1 when "Finish Him/Her" appears
- Brutality—Press △ when "Finish Him/Her" appears

## MOTOR TOON GRAND PRIX

### Secret Saves

(Note: This code requires a memory card.) Choose "Replay Theater" from the main menu, highlight "Replay Video," hold the R1 button and press × or ○. Instead of loading videos from the memory card, you'll see 20 "Team SCEI" videos of amazing races by the game's creators. Watch these videos to learn how to become a better racer; press × or ○ during each video to switch to the standard camera angle.

### Secret Ghosts

(Note: This code requires a memory card.) At the Time Attack menu, highlight "Load Ghost from Video..." hold the R1 button and press × or ○. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team SCEI" videos made by the game's creators.

### Extra Options

At the main menu, highlight "Options", hold L1 + L2 + R1 + R2 and press ×. Now the option menu has many additional settings that will allow you to fine-tune the game's configuration to your liking.

## MOTORHEAD

### Secret Passwords

Access the "Code" option at the Options menu and enter the following codes to access different effects:

s o f t h e a d — Motion blur effect

s u p e r c a r t — Overhead view

i n s a n i t y — Alternate demo

l a s t c o d e — Unlock all cars and tracks

n o c h e a t s — Disable cheats

Note that when you enter these cheat codes, high scores will not be recorded.



## N2O NITROUS OXIDE

### Cheat Codes

Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:

× × × × × △ — Infinite Firewalls

□ ○ □ ○ □ ○ — Infinite weapons

○ × □ △ ▲ ○ — Infinite lives

△ □ ○ △ ▲ ○ — Access any level

○ □ ○ △ ▲ ○ — Bonus level access

× × × □ △ ○ — Enable fifth ship (Speedcore)

○ × □ △ ○ △ ○ — Activate "water" effect

□ △ × ○ □ ○ □ △ — Bonuses don't reset when you die

## NAMCO MUSEUM VOLUME 2

### Pole Position II Secret Courses

Load the game Pole Position II and press the □ button to access the options window. Highlight "Test" and press ×; then, when the test screen appears, press ▲ to open the test screen options window. Highlight "Dip Sw" and press ×, then press Up to turn on switch #1 in the left box. Now press ▲ twice and choose "Game" with the □ button. When the game loads, press ▲ to open the options window again. You'll find a new option called "Course"; highlight it and press × to turn it on (you'll hear a chime.) Now start the game and you'll find that the layout of all four courses has been changed; the "Test" course now has no turns at all. This code remains in effect until you shut the power off or return to the main Museum menu.

### Galaxian Turbo Mode

Load the game Galaxian. When the demo sequence begins, press the SELECT button exactly 32 times to add credits. When the number of credits shown in the lower right corner of the screen is 32, press the SELECT button one more time and hold it down while pressing START. Now you're playing in Turbo Mode, in which the game speed is many times faster than the original. This code remains in effect until you shut the power off or return to the main Museum menu.

### Galaxian Hard Mode

Play the game Galaxian until you clear Round 9. After you've done this, press the □ button during the demo sequence to access the options window. Choose "Option" and you'll find a new option called "Rank". This allows you to change the game from "Normal" to "Hard" mode.

### Galaxian Psychedelic Mode

Play the game Galaxian until you have a high score of 30,000 points or more. Once you've done this, press the □ button during the demo sequence to access the options window. Highlight "Test" and press ×; then, when the test screen appears, press ▲ to open the test screen options window. Highlight "Dip Sw" and press ×, then highlight switch #6 and press Up to turn it on. (You can't change this switch unless your Galaxian high score is over 30,000.) Now start the game and you'll be playing in Psychedelic Mode, in which all moving objects leave trails of colored lights on the screen.

### The Tower of Druaga Secret Area

While walking around inside the museum, hold the L1 and R1 buttons and press Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left. A pickaxe icon will appear in the lower left corner of the screen. Now enter the Tower of Druaga wing of the museum and walk forward until you face a brick wall. Press the action button to break open the wall; inside you'll see a 3-D animated sequence from Druaga and find another Druaga machine to play.



## NAMCO MUSEUM VOLUME 4

## Secret Video Scene

Turn on the PlayStation and hold L1 + R1 on Controller 1 while the game loads. Instead of the normal Pac-Man introduction, you'll get to watch a cool live-action movie that's based on *Gengei Tournamen* (a.k.a. *The Genji* and the *Heike Clans*).

## Secret Pac-Land Scene

Enter the Pac-Land room in the museum; it's a bright scene with Mr. and Mrs. Pac-Man sunning themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press X to chase him away, then press X at each of the following locations to earn a special ability:

- Find the ghost behind the left side of the wall.
- Find the ghost on top of the wall (press △ to look up).
- Find the ghost talking to the fairy.
- Find the power pellet (press △ to look up at the tops of the trees).
- Give the pellet to Pac-Man.

When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press X to jump.

## Secret Game

Enter the museum and go up the stairs, then enter the first door on the left, the one that says, "X-Room." Once inside, hold L1 + R1 and press Up on the D-pad; you'll see a flash of light and a girl will appear in the room. If you approach her and press X, she will turn on the secret game in that room; it's an *Assault Plus* machine.

## The Genji and the Heike Clans Stage Select

Load the game *The Genji and the Heike Clans* and press the □ button to access the options window. Highlight "Test" and press X; then, when the test screen appears, press △ to open the test screen options window. Highlight "DipSw" and press X, press Right twelve times, then press Up to turn on switch #5 in the right box. Press X to confirm, then highlight "Game" and press the X button. Start the game; after Andaba tells you that you shall have the protection of the priest Shokoku, a stage-select menu will appear. (Note that the stage numbers are not in order; for example, number 53 corresponds to the first stage.) Once you've chosen a number from 1 to 58, press □ to warp there.

## NANOTEK WARRIOR

## Cheat Codes

Press START to pause the game at any time, then enter any of the following cheat codes at the "Paused" menu:

- Refill Shield—SELECT, O, Right, Up, Up, L1, L1, X
- Warp Speed Boost—O, □, O, □, △, △, △, X
- Stop Ship—△, Left, △, Right, △, Up, △, START (with this code in place, you can stop your vehicle's forward progress at any time by holding the △ button)
- First-Person Viewpoint—△, O, □, □, △, △, SELECT, START
- Randomize Level Curves—O, SELECT, Left, □, □, Down, Up, X

## Passwords

- Level 2—×××□□□×△△
- Level 3—○○○□□□□□
- Bonus Level 1—○□×○□□□××
- Level 4—△□□□□□○
- Level 5—○□□□□□○
- Level 6—□□□□□□○
- Bonus Level 2—□□□□□□□□
- Level 7—×□□□□□○□○
- Level 8—×□□□□○□○
- Level 1 with upgraded NanoTek ship—×□□□○□×

## NASCAR 98

## Turbo Mode

At the Game Options menu, hold the O button and press Up, Left, Down, Right; a new "Turbo Mode" option will appear on the screen.

## Secret Cars

At the Main Menu, choose "Single Race;" when the Race Setup menu appears, highlight the "Select Car" option and enter one of the following codes:

- EA Sports car—Highlight the Kenny Wallace car, hold the X button and press Up, Down
- Pinnacle Trading Cards car—Highlight the Bobby Labonte car, hold the X button and press Up, Down

## NBA IN THE ZONE 2

## Secret Teams

At the title screen, highlight "Game Start," press and hold L1 + R2 + SELECT, then press and hold START. Continue to hold all four buttons down until the next menu appears. Now choose Exhibition Mode and go to the Team Select screen; you'll find two new All-Star teams.

## NBA JAM EXTREME

## Cheat Passwords

Answer "Yes" at the "Keep Records?" screen, then enter one of the following codes at the "Enter Initials" menu. (Note: The left arrow represents a backspace.)

- Start at Game 1 of the playoffs—Enter P, L, □, □, A, Y, □, □, O, F, □, □, F, S, □, □, then enter any initials and date.
- Start at Game 4 of the playoffs—Enter C, H, □, □, E, E, □, □, S, Y, □, □, then enter any initials and date.
- Start at Game 1 of the finals—Enter F, I, □, □, N, A, □, □, L, S, □, □, then enter any initials and date.
- Start at Game 5 of the finals—Enter N, O, □, □, V, I, □, □, C, E, □, □, then enter any initials and date.
- Play the Shootout after the next game (even if you lose)—Enter S, H, □, □, O, O, □, □, T, O, □, □, U, T, □, □, then enter any initials and date.
- Invisible Crowd—After choosing your players, hold Up + Pass + Extreme (default = Up + △ + R2) until the "Tonight's Game" screen appears.
- Unlimited Turbo—At the "Tonight's Game" screen, hold Turbo (default = R1) and press Up, Down, Up, Down.
- Invisible Turbo Meters—At the "Tonight's Game" screen, hold Turbo + Extreme (default = R1 + R2) and press Up, Down, Up, Down.

## Tip-Off Codes

Each of the following codes must be entered just before the tip-off; start pressing the buttons as soon as the last pop-up information window disappears and the players are in position on the court. You must finish entering the code before the referee throws up the ball. A message will appear above your turbo meter to confirm the code if you've entered it properly.

- CPU Assistance Off—Press Extreme, Turbo, Pass, Pass (R2, R1, △, △ in the default control set-up)
- Beach Ball Mode—Press Pass, Pass, Turbo, Extreme, Turbo, Pass, Pass (default = △, △, R1, R2, R1, △, △)
- Soccer Ball Mode—Press Pass twice, Turbo twice, Extreme three times (default = △ twice, R1 twice, R2 three times)
- Max. Rebound Mode—Press Pass, Pass, Extreme, Turbo, Extreme, Turbo (default = △, △, R2, R1, R2, R1)
- Quick Hands Mode—Press Pass three times, Turbo three times, Extreme three times; Pass three times (default = △ three times, R1 three times, R2 three times, △ three times)
- Rainbow Mode—Press Turbo five times, Pass twice, Turbo six times (default = R1 five times, △ twice, R1 six times)
- Max. 3-Point Mode—Press Pass eight times, Extreme, Pass seven times (default = △ eight times, R2, △ seven times)
- Max. Power Push—Press Turbo twice, Pass twice, Turbo twice, Pass twice, Turbo twice, Pass twice, Turbo twice, Pass twice (default = R1, R1, △, △, R1, R1, △, △, R1, R1, △, △)
- Max. Speed Mode—Press Extreme ten times, Pass three times (default = R2 ten times, △ three times)

- Deadeye Mode—Press Turbo five times, Pass, Extreme, Turbo six times (default = R1 five times, △, R2, R1 six times)
- Goaltend Mode—Press Extreme eight times, Pass, Extreme nine times (default = R2 eight times, △, R2 nine times)

## Secret Teams

When the "Keep Record?" prompt appears, select "Yes" and enter your initials as "J B P" with the date May 17. When the team-select menu appears, you'll find that 17 secret teams have been added to the available list, including all-star line-ups, rookie teams and even a "celebrity" squad featuring Newt Gingrich.

## Tiny Players

At the "Big Head?" prompt, press Up, Down, Left, Left, Down, Up, then choose "Yes."

## Big Feet

At the "Big Head?" prompt, highlight "Yes" or "No" and hold Left on the D-pad while you make your selection; your player will have giant feet.

## Random Select

At the team-select screen, hold Up and press Turbo (R1) to choose a random team. Once your team has been chosen, you can hold Up and press Turbo again to choose two players at random.

## Stealth Select

At the team-select screen, hold Down and press Turbo (R1). Your cursor and team choices will disappear. Now you can move the cursor to choose a team without your opponent knowing which one you've picked. If you just want to hide your players' stats from your opponent, hold Left and press Extreme (R2); the stats will disappear.

## NBA JAM T.E.

## Secret Characters

To access a secret character, hold the L1 and R1 buttons and enter the initials and birthdates as follows:

Bill Clinton—BL Jun 3

Hilary Clinton—HIL Nov 6

Prince Charles—CHA May 4

Heavy D—HEA Jan 9

Jazzy Jeff—JAZ Oct 9

Fresh Prince—FRS Feb 2

Frank Thomas—FTH Mar 8

Larry Bird—LAR Jan 15

Benny the Bull—BEN Sep 20

Charlotte Hornet—HOR Jan 12

Minnesota Timberwolf—WOR Mar 7

Phoenix Suns Gorilla—APE Apr 2

Adrock—ADR Apr 6

MCA—MCA Apr 9

Mike D—M-D Jul 1

Moore—MOE Jun 8

Gordon—GOR Jul 3

Renaldo—REN Feb 4

Shelley—SHY Jun 8

Blaze—BLZ Jan 14

Turmel—TUR Jan 31

DiVita—DIV Jul 3

Goskie—GOS Jan 6

Rivett—REV Jul 6

Carlton—CAL Mar 25

Liptak—LIP Jan 14

Magic Hair—STH Dec 8

Kirby—GHR Dec 18

Moon—JAY Aug 24

Falcus—JAS Nov 16

Snake—SNK Jun 15

Hill—ZIG Apr 7

Catling—CAT Jan 2

Hutchinson—BAR Apr 9

Falcus—DAZ Aug 6

Hodgson—HOG Dec 31

Tunniff—SAT May 7

Whitaker—JAX Mar 1

Muskett—MUS Dec 24

McHugh—BAA Jul 19

Higgins—TOM Feb 19

Gray—ROB Feb 23

Feinstein—DAN Jan 2

Burgess—LIZ Aug 7

Gunter—GUN Jan 11

Rosen—SAW Apr 10

Want—WAN Jun 10

Chaudhri—CHD May 5

Gow—GOW Jun 17

Thienianich—THI Nov 1

Kuby—KUB Apr 14

DeLucia—DEF Oct 19

Samuksi—AIR Jan 21

Extended Roster

Each of the NBA teams in *Jam T.E.* has more than three players available to choose from. To find these hidden bonus characters, just put the cursor on the team you'd like to choose, hold the SELECT button and rotate the D-pad in a counter-clockwise direction. A card will drop from the top of the screen that says "EXTENDED ROSTER"; now you'll see extra players as you toggle through the lineups with the SELECT button. Note that if you choose the extended roster for one team, then decide to choose a different team, the extended roster will not be available for the second team. This trick also works at the "Substitution" screen.

## Power-Up Codes

Just like all of the other versions of *NBA JAM*, the PlayStation Tournament Edition offers plenty of power-up codes. Each of these codes must be performed at the "Vs." screen, when

the announcer is saying, "Tonight's match-up...etc." In most cases, you'll see text on the screen that tells you the code is in place. Some of the codes don't show you immediate results on the screen, but you'll know they've been activated if you see your player flashing white before the tip-off.

Display Shot Percentage: ↑ ↓ ↓ △

Powerup Dunks: ← × ○ ○ ×

Powerup Defense: → ↑ ↓ → ↑

Powerup 3-Pointers: ↑ ↓ ← → ○ △ ←

Powerup Fire: ↓ → ○ △ ▲

Quick Hands: ← ← ← → × ×

Max Power: → ← ← → × ×

High Shots: ↑ ↓ ↑ ↓ → ○ ○ ○ ○ ↓

Push one opponent and both fall: ↑ ↑ ↑ ↑ ←

Push one opponent and only his teammate falls: ↑ ↑ ↑ ↑ ← ← ← ○ △

Baby Mode: ○ ○ ○ ○ ○ ○

Huge Mode: △ △ △ △ △ △ △ △ △ △ △ △ △ △ △ △

Big Head: △ □ ○ ○ □ □ ○ ○

Mammoth Head: ○ □ ○ □ ○ ○ □ ○ ○ □ ○ ○

△ □ ○ ○ □

## NBA LIVE 97

## Secret Menu

At the Game Setup screen, press L1, X, □, R1, X, □, R1, O, then point the D-pad diagonally Up/Right and hold it along with the △ and □ buttons for about five seconds. Now set up a game and press START; when the "I Love This Game" loading screen appears, point the D-pad diagonally Up/Right again and hold it along with L1, R1, △, X, □, and O. A top-secret menu will appear that allows you to perform the following tricks:

- Press START to activate Outdoor Court (SELECT to cancel)
- Press L1 or L2 to change the height of your player, from 18 inches to 12 feet. (You can only change the rest of the team if you're playing with a multitap.)

- Press Up or Down to toggle "Chameleon Mode" for your player. Once you've activated any of the tricks, press △ + X to start the game.

## NBA LIVE 98

## Cheat Mode

At the "User Setup" screen, move the controller icon under the team you wish to play as and press Up or Down until you see the words "Start New." Press X, then enter the word "Secrets" (only the first "S" should be capitalized). A new option called "Secrets" will appear; press O to access it. Now you can enter any of the following cheat passwords; each code opens up a new option at the Secrets menu which can then be turned on or off. (The "Hallowe'en Team" option has several different settings; check 'em out!) These new options can also be saved to the memory card.

Aqua court—Enter "Seaweed"

Chameleon Team (Home)—Enter "Lizard"

Chameleon Team (Away)—Enter "Reptile"

Hallowe'en Team (Home)—Enter "Scary"

Hallowe'en Team (Away)—Enter "Freaky"

Player Cloaking Home (selected player is invisible)—Enter "Cloak home"

Player Cloaking Away (selected player is invisible)—Enter "Cloak away"

Create Player (with) EyePatch—Enter "EyePatch"

Create Player (with) Monocle—Enter "Monocle"

Create Player (with) EA Toque—Enter "Toque"

## NBA LIVE 99

## Secret Teams

Go to the "Rosters" menu and choose "Custom Teams." Select one of the four teams (A through D), enter "EA" as the name of the city, then enter "Europals" as the name of the team. Next, change the name of the city to "Hitmen" and enter one of the following team names to unlock that team:

Coders

Earplugs

Idlers

Pixels

The game will then ask you if you want to activate the Hitmen Production Team. Choose "Activate Hitmen" and the secret team you requested will be activated. Note that you must repeat the entire process for each hidden team, and that the city and team names are case sensitive (i.e. only the first letter should be large).



## NBA SHOOT OUT

### All-Star Weekend

Choose "Exhibition" from the main option menu; then, at the "Exhibition" menu, press R1, L1, R1, L1, R2, L2, R2, L2. You'll see a new option called "All Stars" at the bottom of the screen. Set this option to "94/95" to play an exhibition match in Phoenix; the court will be decorated with the '94-'95 All-Star Weekend logo. Better yet, if you press R1, R1, R2, R2, L1, L2, L1, L2 at the Exhibition menu, the "All Stars" option will also allow you to choose to play a game in San Antonio with the court decorated as it was for the '95-'96 All-Star game. The teams will be called "Western Conference" and "Eastern Conference", but the players will still be those from the team you select.

### Sneak Peek

If you want to get a better look at the cheerleaders who appear during halftime, just hold the L1, L2, R1 and R2 buttons. The distracting game statistics will disappear.

## NCAA FOOTBALL GAMEBREAKER

### Easter Egg Codes

At the main GameBreaker menu—the one that says "Exhibition/Roster/Options" etc.—press L1, R1, L2, R2. A secret "Easter Egg" menu will appear. Choose "Add Entry" and press X, then use the O button to enter any of the cheat passwords shown below for different effects. The codes must be entered exactly as shown; including the capital letters:

Amazons—Cheerleaders are bigger  
Big Arm—Quarterback can throw farther

Big Foot—Punter and Kicker can kick farther

Big GB—Players designated as GameBreakers are bigger

Blizzard—Blizzard weather

Blocking Down—Weaker offensive line

Blocking Up—Stronger offensive line

Bronze—Bronze-colored players

Cannon—Quarterback can throw quicker

Circus Flip—Players flip very high when hit

Copper—Copper-colored players

Flash—Extra "speed burst" power

Fumbles—More fumbles

Giants—Bigger players

Gold—Gold-colored players

Hands—Better receiving ability

Healthy—Start with no injuries

Hurricane—Hurricane weather

Interceptions—More interceptions

Jukes—Better juke moves

Little Arm—Quarterback can't throw as far

Little Foot—Punter and Kicker can't kick as far

Midgets—Smaller players

Phantoms—Players are all shadows

Platinum—Platinum-colored players

Rock Em—Hit harder

Silver—Silver-colored players

Slow CPU—Computer opponents are slower

Swim Down—Players can't swim as well

Swim Up—Players can swim better

Tackles—Better tackling ability

Tiny GB—Players designated as GameBreakers are smaller

Tornado—Very windy weather

White Knights—White-colored players

EMU All Stars—Eastern Michigan All-Star team

Mich All Stars—Michigan All-Star team

Neb All Stars—Nebraska All-Star team

ND All Stars—Notre Dame All-Star team

OSU All Stars—Ohio State All-Star team

USC All Stars—Southern California All-Star team

## NCAA GAMEBREAKER '98

### Easter Egg Codes

At the main menu, highlight "mem card" and press Down; a secret "Easter Egg" option will appear. At the Easter Egg menu, enter any of the passwords shown below for different effects. The codes must be entered exactly as shown; including the capital letters:

SC—Play in all games in Simulator mode

BOOST—Gives season team a boost in Simulator mode

BEAT DOWN—Gives season team a 99 rating in all attributes

JUMP—Allows you to change teams during a season

GIMME—Activates over 30 secret teams, including the GameBreaker '98 All-Stars

BUILDER—Gives a player high attributes in the "Create Walk-On" option

CREDITS—Shows credits

## THE NEED FOR SPEED

### Hidden Tracks

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press START. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas".

### Rally Tracks

With the cheat password in place, highlight any track and hold the L1 and R1 buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in Sega Rally. If you hold L1+R1 while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".

### Secret Car

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold L1+R1; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

### Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold L1+R1 and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a Ridge Racer-style arcade game instead of a full-on simulation.

### Machine Gun Horn

Choose the Head-to-Head mode on the Race Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold L1, O, and diagonally Up/Left on the D-pad until the race starts. You can now blow everything out of your way by pressing Up to honk the horn. The noise it produces will sound like a machine gun.

## NEED FOR SPEED II

### Extra Camera Angles

When the "Loading..." screen appears before a race—with the course map on the screen—press and hold L1 + R2 + △ + O. Do not release the buttons until your car appears on the track. Now press the △ button to cycle through the different camera angles; you'll find that there are now nine different camera settings instead of the usual four.

### Cheat Passcodes

Enter any of the following passcodes from the options menu to activate different features:

Access Ford Indigo car—L I L Z I P

Access Monolithic Studios track—S H O T T M E

Upgrade all cars to Pioneer engines—P O W R U P

### Secret Vehicles

Each of the following passwords will give you access to a secret vehicle, but they're different from the Ford Indigo code (above) because you don't get to choose the secret vehicles from the car select menu. Instead, pick any car and set up all of the other race options. Finally, go to the options menu and enter one of the following passwords, then go immediately to the "Race" option at the main menu and you'll start the race with the secret vehicle you picked:

Army Truck—A R M Y M E

Volkswagen Beetle—B E E T T M E

BMW—B M R M E

Mercedes-Benz—B N Z M E

Volkswagen Bug—B U G M E

School Bus—B U S M E

Citroen—C I T M E

Shipping Crate—C R A T M E

Pick-up Truck—J E P M E

Landcruiser—L C M E

Stretch Limousine—L I M O M E

Log—L O G M E

Mazda Miata—M A Z M E

Outhouse—O U T H M E

Luxury Sedan—Q U A T M E

Semi Truck—S E M I M E

Army Truck II—S N O W M E

Newstand—S T D A M E

Covered Newstand—S T D B M E

Souvenir Stand—S T D C M E

Monolithic Studios Tram—T R A M M E

Tyrannosaurus Rex—T R E X M E

Van—V A N M E

## Volvo Station Wagon

V O V M E

Covered Wagon—W A G O M E

Jeep Wrangler—Y J M E

To give Player 2 a secret vehicle, just change the last letters of any of these codes from "M E" to "U". For example, if you want to play in two-player mode with two army trucks, enter the password "A R M Y M E", then enter the password "A R M Y U".

## NEED FOR SPEED III: HOT PURSUIT

### Cheat Codes

Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features:

Empire City Bonus Track—M C I T Y Z

AutoCross Hidden Track—X C N T R Y

Caverns Hidden Track—X C A V 8

The Room Hidden Track—P L A Y T M

Scorpio-7 Hidden Track—G L D F S H

Space Race Hidden Track—M N B E A M

Activate Jaguar XJR-15—L J A G X

Activate Mercedes-Benz CLK-GTR—A M G M R C

Activate El Nino—R O C K E T

All cars and bonus tracks (not hidden tracks)—S P O L T

All Camera Views—S E E A L L

### Speed and Language Codes

First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the START button. Immediately after pressing START, let go and press the appropriate button combination (i.e. Up + R1 + R2). You must keep these buttons held down until the loading screen appears in order for the codes to work.

Slow the game down by 20%—Up + X + △

Cops Speak With Different Accent—Up + R1 + L2

Cops Speak in German—Up + R2 + L1

Cops Speak in Spanish—Down + R2 + L1

Cops Speak in Italian—Left + R2 + L1

Cops Speak in French—Right + R2 + L1

## NEED FOR SPEED: HIGH STAKES

### Secret Vehicles

Enter any of the following passcodes as your user name to unlock the corresponding vehicle:

H O T R O D—Unlocks the Titan

F L A S H—Unlocks the Phantom

W H I R L Y—Unlocks the Police Helicopter

## NEED FOR SPEED V-RALLY

### Cheat Codes

Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press Up, Down, then immediately hold the △ button and press O. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the △ and O buttons immediately you can enter any or all of the additional codes shown below; these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message appears:

- Hold L1 and the words "TIME OFF" will appear; now the race won't end if the timer runs out in Arcade mode.

- Hold L2 and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode.

- Press Left, then press and continue to hold R2; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong.

- Press Left, then Right; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

## NFL BLITZ

### Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Y" and enter one of the following names and PIN numbers to play as a secret character:

TURMEL—0322

SAL—0201

## JAPPLE

—6660

JENIFR—3333

LUIS—3333

DANIEL—0604

JASON—3141

ROOT—6000

SHINOK—8337

SKULL—1111

THUG—1111

FORDEN—1111

DAVID—3456

AZPOD—4777

FRANC—1221

JUAN—6521

BERT—8735

JOVE—6644

AUBREY—6666

ALLEN—7911

BYRON—1969

FRANZ—8421

BRIAN—2221

### Name Record Codes

Enter these names and PIN numbers as described above. They won't reveal secret characters with special heads, but they will allow you to play with the win/loss records and individual stats of some of the people on the high score tables:

MIKE—3333

CALEB—0916

BYRON—1111

GRINCH—0222

GUIDO—6765

### Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the same code.

Powerup Blockers—3-1-2-Left

Powerup Speed—4-0-4-Left

Powerup Teammates—2-3-3-Up

Powerup Defense—4-2-1-Up

Powerup Offense—3-1-2-Up

Infinite Turbo—5-1-4-Up

Fast Turbo Running—0-3-2-Left

Super Field Goals—1-2-3-Left

Super Blitz—4-4-4-Up

Super Blitzing—0-4-5-Up

Hyper Blitz—5-5-5-Up

Fast Passes—2-5-0-Left

Super Passing—4-2-3-Right

Unlimited Throw Distances—2-2-3-Right

No First Downs—2-1-0-Up

No Interceptions—3-4-4-Up

No Punting—1-5-1-Up

Allow Stepping Out of Bounds—2-1-1-Left

No Play Selection—1-1-5-Left

Late Hits—0-1-0-Up

Turn Off Stadium—5-0-0-Left

Tournament Mode—1-1-1-Down

Clear Tournament Mode—1-1-1-Up

Show Field Goal %—0-0-1-Down

No Random Fumbles—4-2-3-Down

No CPU Assistance—0-1-2-Down

Smart CPU Opponent—3-1-4-Down

Invisible—4-3-3-Up

Hide Receiver Name—1-0-2-Right

Unidentified Ball Carrier—5-2-2-Down

Invisible Receiver Highlight—3-3-3-Left

Big Football—0-5-0-Down

Big Head—2-0-0-Right

Huge Head—0-4-0-Up

No Head—3-2-1-Left

Team Big Heads—2-0-3-Right

Headless Team—1-2-3-Right

Team Tiny Players—3-1-0-Right

Team Big Players—1-4-1-Right

Show More Field—0-2-1-Right

Night Game—2-2-2-Right

Weather: Rain—5-5-5-Right

Weather: Snow—5-5-2-Down

Weather: Clear—2-1-2-Left

## NFL GAMEDAY

### Cheat Passwords

To enter any of the following passwords, choose "Options" at the main menu, then press the SELECT button to access the memory card screen. Press SELECT again to enter a password. (Note that all of the following





## OGRE BATTLE

### Secret Level

Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."

### Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.



## PANDEMOMIUM 2

### Cheat Passwords

All Levels Access—GETACCESS  
31 Lives—IMMORTAL  
Invincibility—NEVERDIE  
Mutant Mode—GENETICS  
Permanent Weapon—MAKMYDAY  
Access to Bonus Levels—SKATBORD  
Full Health—HORMONES  
Camera Roll—GONAURU  
Regenerating Monsters—JUSTKIDN  
Strange Textures—ACIDDUDE

## PARAPPA THE RAPPER

### Rapping Tips

If you hold one of the action buttons down, then press another one, the word that's associated with the first button will come out automatically as soon as you take your finger off the second button. Try this at the beginning of Stage 1, Lesson 3: While holding the  $\triangle$  button, press and release the  $\circ$  button repeatedly in a steady pattern. Parappa should say, "Kick, Punch, Kick, Punch, Kick, Punch" and so on, even though you're not pressing the  $\triangle$  ("Kick") button more than once. This trick also doubles your speed; instead of getting one word for each button press, you're effectively getting two. Use this technique when you're "Rappin' Cool!" for lots of extra words and bonus points.

One of the game's best-kept secrets is that it's possible to use the D-pad to change the order of the words that come out of Parappa's mouth. This only applies in lessons or stages where more than one word is assigned to a single button; for example, during Lesson 5 in Stage 3, you say, "I have never sold everything, everything" using only the  $\times$  button. If you hold Left on the D-pad and press one of the buttons, it will "reset" the list of words that are associated with that button to the first word in the series. Similarly, if you hold Right on the D-pad while you're in the middle of that series of words, it will "hold" that word and let you repeat it as many times as you wish; when you release Right, you can continue with the rest of the series of words that are assigned to that button. Depending on when you apply the D-pad, you can make Parappa say, "I have never, I have never sold everything" or even "I have never, never, never sold everything." This is an important trick; not only does it make it easier to break the "Cool!" barrier in certain lessons, but if you use this method to mix up your raps when you're freestyling in "Cool!" mode, you'll earn more points!

## PEAK PERFORMANCE

### Secret Vehicles

At the Garage Select menu, enter the following code:

- 1) Highlight "Garage A", hold the L1 button and press  $\circ$ .
- 2) Highlight "Garage B", hold the L1 button and press  $\circ$ .
- 3) Highlight "Garage C", hold L1 + R1 and press  $\circ$ .

If you did it correctly, you'll be sent back to the previous menu. Now choose "Car Select" again and you'll find a new garage called "Special". Inside are a bus, a truck, a McLaren F1 and a scooter. You'll also find three new cars in Garage D.

### Custom Cars

At the Garage Select menu, you can change certain cars by holding the  $\circ$  button as follows:

- Highlight "Garage A", hold  $\circ$  and press  $\times$ ; now Car-A03, a convertible, has its top down.
- Highlight "Garage B", hold  $\circ$  and press  $\times$ ; now Car-B04 has streamlined headlights and six new colors to choose from.
- Highlight "Garage C", hold  $\circ$  and press  $\times$ ; now Car-C06 has a sunroof.

Just for fun, while in any garage you can turn a car's blinkers on if you hold L1 and press R1.

## PERFECT WEAPON

### Passwords

Garden Moon— $\square \times \triangle \circ \triangle \square$   
Forest Moon— $\triangle \circ \triangle \triangle$   
Desert Moon— $\square \times \times \triangle \circ \triangle \triangle$   
Proteus Moon— $\times \times \triangle \circ \triangle$

## PERSONA

### Extra Character

To add the character named Chris to your party, follow these steps:

- 1) Talk to the teacher in the room north of the entrance/exit. The teacher will talk about a student going in and out of a sealed classroom on the 2nd floor.
- 2) Check out the room on the 2nd floor.
- 3) Talk to the student in Classroom 2-1 (the one talking to Mark.)
- 4) Go to the casino in Joy Street Mall and talk to Mark and his friends.
- 5) Go to the abandoned factory where you'll meet Chris.
- 6) Go to the Yin & Yan in Joy Street Mall and talk to Chris' mother. When she asks if you know her son Chris, answer "Yes." When she asks if you will be friends with him, answer "OK."
- 7) Meet Chris in the roadblock in front of the Sebec building (after the world changes.)
- 8) Don't allow Brad, Ellen or Alana into your party.
- 9) After the school shifts in the "Ideal" Mary's world, Chris will join your party.

### "Good" Ending

To see the game's best ending sequence, you must give specific answers to Mae when you talk to her in the Lost Forest in order to get the compact. Here are the proper responses:

- 1) "If I stay here I'll be safe!"—Stop!
- 2) "Why do you guys fight?"—For everyone.
- 3) "Why do you live?"—For finding the answer.

## PITFALL 3D: BEYOND THE JUNGLE

### Stage Passwords

Level 2—METROPOLIS  
Level 3—DEEDEPARK  
Level 4—TEMPLE  
Level 5—HOTROCKS  
Level 6—GOINGDOWN  
Level 7—WOWTHATSHOT  
Kryll Thular Boss—BIGWORMGUY  
Level 8—JAILBREAK  
Level 9—THUNDERDOMES  
Level 10—MAGICGARDEN  
Level 11—SPOOKY MESAS

### Cheat Passwords

Floating Harry—ZEROGHARRY  
Big Head Mode—BIGHEADHARRY  
Skinny Harry—ZDHARRY  
See Credits—CREDITS  
99 Lives—STEVECRANE

### See All Movies—PLAYMOVIES

### See All Comics—PITFALLCOMIC

### Disable Witty Banter—STOPTALKING

Get an extra 10 lives in the next game—GIVEMELIFE

### Access Original Pitfall!—CRANESBABY

Note: Each of the following codes works during the original Pitfall! game:

- Programmer's Head—Press R1 + R2
- Baby (Elvira) Head—Press  $\circ$  + R1
- Croc Talk—Press R1 +  $\triangle$  when there are crocodiles on the screen; one of them will say, "Hi, mom!"
- Infinite Lives—Press L1 + L2

## PO'D

### Refill Health / Ammo

While in Foot mode, press  $\square + L2$  to do a backflip. While you're in the air, press Down +  $\times + R2$  to refill your health meter or Right +  $\times + R1$  to refill all weapon ammo.

### Access All Weapons

During the game, press  $\square + \text{SELECT}$  to view the map and press Left to rotate the map until your character arrow is pointing at you. Next press START; while the arrow is rotating back, press L1 +  $\square + \times + \circ$ . Press SELECT to exit the map mode and you should have all of the weapons in your inventory.

### Invincibility

You must have the drill weapon in your inventory for this cheat to work. Press  $\triangle$  to call up the weapons menu, highlight the frying pan and press  $\triangle$  two more times; you should be back at the weapons menu. Now press  $\circ + R1$  and release them as soon as you see the number 999 in your health meter; this indicates that you are invincible.

### Stage Select

At the main menu, press L1 + L2 + R1 + R2 +

Up and release. Press  $\circ$  to start a new game; when the difficulty select menu appears, press L1 + L2 + R1 + R2 + Down and release. The stage-select menu will appear after you choose a difficulty setting.

### See the Ending

Press  $\times$  at the main menu to enter the Load Game screen. Press Right +  $\circ$ , then  $\triangle$ , then Left +  $\square$ , then  $\triangle$ . You'll warp to the ending sequence.

### Fall Through the Floor

In Jet Pack mode, stand over any dead enemy and press  $\triangle$  to call up the weapons menu. Now hold L1 and point the D-pad diagonally Down/Right. If you're not on the lowest level of the current stage, you'll fall right through the floor.

### Fart Trick

Press  $\times$  at the main menu to enter the Load Game screen. Press L1 + L2 + R1 + R2, then exit the Load Game screen and start a game. Now the "butt" creatures will make farting sounds.

## POOL HUSTLER

### Secret Game Mode

At the title screen—while the words "Press Start" are flashing—press Up, Up, Down, Down,  $\triangle$ ,  $\triangle$ ,  $\times$ ,  $\circ$ , Left, Right,  $\square$ ; you'll hear a signal to confirm. You'll find a new option called "Bowlbards" in the main menu; it's a billiards game that's scored like bowling.

## POWER MOVE PRO WRESTLING

### Hidden Character: Sparrow

At the title screen, press  $\square$ , Right,  $\triangle$ , Up,  $\square$ , Left,  $\times$ , Down,  $\times$ , Down,  $\triangle$ , Up,  $\square$ , Right, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press SELECT to find Sparrow.

### Hidden Character: Gorgon

At the title screen, press L1, L1, L2, R2, R2, R1,  $\triangle$ , Down,  $\times$ , Up, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Orange and press SELECT to find Gorgon.

### Hidden Character: Sallie

At the title screen, press Up, Down, Left, Right,  $\triangle$ ,  $\times$ ,  $\circ$ , L1, R1, L2, R2, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight El Temblor and press SELECT to find Sallie.

## PROJECT: OVERKILL

### Secret Cheats

Note: To enter a cheat code, press START to pause the game, then highlight "Sound Volume" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes.

- Cloak Stealth Mode—Hold  $\triangle$ , tap  $\square$ ,  $\circ$ ,  $\times$ , release  $\triangle$ , hold  $\square$ , tap  $\triangle$ ,  $\triangle$ , release  $\times$ .
- Extra Speed—Hold Up, tap  $\triangle$ ,  $\triangle$ , release Up, hold Down, tap  $\times$ ,  $\circ$ , release Down.
- Shield—Hold Right, tap  $\circ$ ,  $\triangle$ ,  $\triangle$ , release Right, hold Left, tap  $\square$ ,  $\times$ , release Left.
- Refill Health—Hold  $\square$ , tap  $\circ$ ,  $\times$ ,  $\triangle$ , release  $\square$ , hold  $\triangle$ , tap  $\times$ ,  $\triangle$ , release  $\circ$ .
- Refill Ammo—Hold  $\circ$ , tap  $\square$ ,  $\times$ , release  $\circ$ , hold  $\triangle$ , tap  $\times$ ,  $\triangle$ , release  $\circ$ , hold  $\square$ , tap  $\times$ ,  $\triangle$ , release  $\circ$ .
- Skip to end of current level—Tap  $\times$ , Up, Down,  $\square$ , hold  $\square$ , tap  $\circ$ , release  $\square$ , hold  $\times$ , tap  $\triangle$ , release  $\times$ .

## PSYBAKED

### Cheat Passwords

G O A N Y W H E R E — Enable level select

G R E A S E D E K — Slippery board

J E L L Y J E L L Y — Jelly mode

T O P S Y T U R V Y — Upside down mode

W A L K O N M O O N — Low gravity

D O N D A C H A O S — Invincibility

D O N T D I O N M E — Nine lives

I N L I L I P U T — Big characters

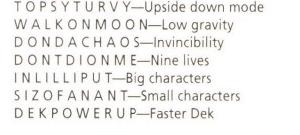
S I Z O F A N A N T — Small characters

D E K P O W E R U P — Faster Dek

## RAMPAGE 2: UNIVERSAL TOUR

### Secret Characters

Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:  
 S M 1 4 N —Unlock George  
 S 4 V R S —Unlock Lizzie  
 L V P V S —Unlock Ralph  
 N O T 3 T —Unlock Myukus  
 B 1 G 4 L —Unlock Purple Myukus  
 S R Y 3 D —Unlock Noobus  
 Note that you can only have one of the three alien characters unlocked at any given time.  
*Cheat Menu*  
 Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.



## R-TYPES

### Level Select

Highlight either R-Type or R-Type II at the title screen, quickly press L2 ten times, then R2 ten times; you'll hear a sound to confirm. Now start the game and press START to

pause; you can choose any stage with the stage-select option at the pause menu.

### Increase Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left,  $\circ$ .

### Decrease Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left,  $\times$ .

## RAGE RACER

### Mirror Mode

At the Car Select menu, highlight "Race Start," hold L1 + R1 and press START and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.

### Custom Logo Colors

At the Team Logo design screen, highlight any color on the color palette, hold L1 + L2 + R1 + R2 and press SELECT; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the palette, highlight it, press Up or Down to highlight the red, green or blue pigment box, then hold the R1 or R2 button and press Up or Down to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press SELECT repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

## THE RAIDEN PROJECT

### Mission Select

Choose "Difficulty" at the "Settings" menu; then, at the Difficulty menu, hold L1 + L2 + R1 + R2 and press START. A Mission Select menu will appear. Note that this is not the same as a stage select; choose Mission 2 or 3 and the game's difficulty will increase as if you'd finished all of the stages once or twice.

## RALLY CROSS

### Cheat Codes

Choose "Season" mode and select "New Season". When the "Enter Name for Season" screen appears, enter one of the following names to get different effects. Once the code is in place, you can back out of Season mode with the  $\triangle$  button and use the codes in any race mode:

- Access "Veteran" mode—vet\_me
- Access "Pro" mode—im\_a\_pro
- Access all cars, trucks and tracks—weeoo
- No viscous friction (mud, water, etc. don't slow the car down)—noviscos
- No collisions with other vehicles—banzai
- Double the normal gravity—stone
- 1/2 normal gravity—float
- 3/4 normal gravity—feather
- Realistic gravity—radbrad
- Car wheels can turn 90 degrees—spinner
- Cars with no wheels—no\_wheels
- Wheels with no cars—wheels
- Fat tires—fat\_tires

## RAMPAGE 2: UNIVERSAL TOUR

### Secret Characters

Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:  
 S M 1 4 N —Unlock George  
 S 4 V R S —Unlock Lizzie  
 L V P V S —Unlock Ralph  
 N O T 3 T —Unlock Myukus  
 B 1 G 4 L —Unlock Purple Myukus  
 S R Y 3 D —Unlock Noobus  
 Note that you can only have one of the three alien characters unlocked at any given time.

### Cheat Menu

Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

## RASCAL

### Stage Skip

Choose "Options" at the title screen, select the key icon and enter the password "HOUSE". Now start the game and you'll see the name of the current stage displayed on the screen. To jump to a different stage, tap the R1 button to change the name of the stage, then hold the R1 button down until you warp to the stage you chose. To skip to a different room within a stage, tap the R2 button to change the room number, then hold the R2 button down until you warp to the room you chose.



# PlayStation tips

## RAYMAN

### Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press Up, Down, Right, Left. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

### Picture-in-Picture

During the game, press START to pause, then hold the R2 button down and press O, O, Left, O, O. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.

### Full Power-Up +99 Lives

Press the START button to pause the game, then enter the following code carefully: Press and continue to hold L2, R1, L1, then R2, then release the buttons in this order: L1, L2, R2, R1. Next, press and release O, then press and continue to hold Left, O, L, then D. Finally, release the buttons in the following order: Left, D, L, O.

## BAYSTORM

### Free Play Mode

When the words "Press Start Button" appear at the title screen, hold L1 + L2 + R1 + R2 and press START; when the main menu appears, continue to hold L1 + L2 + R1 + R2 and press Up seven times, then Down, then Up four times, then START; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

## REBOOT

### Secret Codes

Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.

- Free Shield With Every Glitch pick-up—Down, R1, Left, Right, Down, L2, R2, Left, Right, Up
- Full Glitch Energy—Right, L1, Up, Right, Down, L1, R1, Up, Down, Left
- Play as Enzo—Up, Left, Down, Left, Down, L1, R1, Right, Down, Right
- Play as Dot Matrix—Left, R1, Right, Up, Down, R2, L1, Right, Up, Down

## RED ASPHALT

### Infinite Armor

During the game, press START to pause, then hold R1 + R2 and press Up, Left, Right, Down, D, O, X.

### Infinite Weapons (Offensive & Defensive)

During the game, press START to pause, then hold R1 + R2 and press Left, Up, Right, Down, D, O, X.

### Infinite Nitros

During the game, press START to pause, then hold R1 + R2 and press Down, Down, D, O, O, O.

### Boss Cars

At the main menu, press and hold L2, then press Left, Right, Down, D, O, X, D. Now start a race with any vehicle; before the game loads, you'll get a menu that lets you choose any of the boss vehicles.

### Unlimited Cash

At the main menu, press and hold L2 + R2, then press Left, Right, Right, D, O, O, O. Your cash total won't change, but you can buy anything for free.

## RELOADED

### Cheat Codes

At any time during the game, press the START button to pause. When the pause menu appears, hold the L1 and L2 buttons for approximately ten seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the L1 and L2 buttons a little bit longer. After the cursor is locked up, continue to hold the L1 and L2 buttons and enter the following codes to add cheat options to the pause menu:

Ammo—D, Left, Left, Left, O, D, Down. Select this option to boost your ammo.

Health—Down, Right, Left, D, Right, Down. Use this option to refill your energy meter.

Power—Left, Up, X, O. This option will power-up your weapon.

Skip Level—Left, D, X, Right, O, D, Down. Use this option to skip the current level and start on the next stage.

### Secret Character

At the character-select screen, press L1, O, R1, Down, Down, R1, O, L1, L1. You'll hear a fanfare and an evil red balloon will appear over Sister Magpie. Now you can play as Fwank from the original *Loaded* game.

## RESIDENT EVIL

### Rocket Launcher

If you finish the game in less than three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.

### Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

## RESIDENT EVIL: DIRECTOR'S CUT

### Easier "Advanced" Mode

Choose "New Game" from the main menu, then highlight "Advanced" and hold Right on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

## RESIDENT EVIL 2 PREVIEW (DEMO DISC)

### "Rookie" Mode

Highlight "New Game" at the main menu and hold Right on the D-pad for about four seconds; a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

## RESIDENT EVIL 2

### Secret Photo

In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.

### Alternate Clothes

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time.

### Shoot the Camera

Go to the outside area in the basement where the two dogs jump down from the fence, stand with your back facing the manhole and walk forward until the camera angle changes. Now draw your rifle and shoot; "bullet holes" will appear on your TV screen!

### Bonus Weapons

If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

### Secret Character: Hunk

To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When

you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.

### Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

## RESIDENT EVIL 2 (DUAL SHOCK VERSION)

### Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

## RIDGE RACER

### Extra Cars

If you earn a "perfect" in the *Galaxian* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

### Reverse Tracks

When you have completed the whole game-time trials and all—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.

### Mirror Mode

When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode".

### Galaxian 13

The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

## RIDGE RACER REVOLUTION

### Extra Cars

If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

### Buggy Mode

If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny-looking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier: During the *Galaga '88* game, press and hold Down + L1 + SELECT + D + R1; all of the enemy ships will be automatically destroyed with exactly one shot each.

### Secret Cars

Once you place 1st in all three courses in normal race mode, three super cars will appear to race against you in the Time Trial mode as follows:

### Novice—13th Racing Car

### Intermediate—13th Racing Kid

### Expert—White Angel

If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes.

### Spinning Mode

Choose "Time Trial," then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button; continue to hold both buttons down until the

race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race.

## RISE 2: RESURRECTION

### Boss Codes

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.

Vitriol—Right, Right, Right, Up, Up, Down, Left, Left, Down, Down.

Supervisor—Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up.

Assault—Right, Up, Up, Right, Down, Right, Up, Up.

Mayhem—Left, Right, Down, Left, Up, Left, Down, Left, Down.

Anil 8—Up, Right, Down, Right, Right, Up, Left, Up.

## RIVAL SCHOOLS

Note: The following codes work with the "Evolution" disc only.

### Extra Characters

Choose "IP Game" and finish the game with any character at any difficulty setting. Once you've done this, access the box marked "Extra" at the character select screen and a hidden fighter will be selectable. Each time you finish the game this way, another character will be unlocked; there are 24 extra characters in all.

### Unlock Hidden Outfits

- To play as Hinata in her underwear, finish the game with Hinata, Batsu and Kyosuke.
- To access Tiffany's school outfit, finish the game with Tiffany, Roy and Boman.
- To play as Natsumi in a dress, finish the game with Natsumi, Roberto and Shoma.
- To access Kyoko's Polo shirt and boxers, finish the game with Hideo and Kyoko.

### Secret Mini Games

- To access Home Run Mode, finish a one-player game as Shoma at the highest difficulty setting.
- To unlock Shoot-Out mode, finish a one-player game as Roberto at the highest difficulty setting.

- To access Service mode, finish the game with Natsumi at the highest difficulty setting.
- To access Kyoko's Office

To enable Kyoko's Office of massaging, beat the game at the highest difficulty setting with Kyoko. Kyoko's Office will become available in "Extra" mode at the mode selection screen.

## ROBOTRON X

### Instant Power-Ups

At any time during the game—not while paused—you can make power-up items appear on demand, right next to your character. Just enter one of the codes shown below; do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller; if you're using another configuration just remember that D means Fire Up, L means Fire Left, O means Fire Right and X means Fire Down.

- Shield—Down, Left, D
- Two-Way Weapon—Up, D, Up, D
- Three-Way Weapon—Right, Right, D, X
- Four-Way Weapon—Down, Down, Up, O
- Pulse Wave—Up, O, Down, Right, D
- Speed Up—Left, Right, Right, D
- Flamethrower Weapon—Down, Right, Down, Right, O



## ROGUE TRIP: VACATION 2012

### Cheat Codes

During the game, hold L1 + R1 + R2 and press SELECT; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly):

Quick \$10,000 Cash—Hold R1 + R2, press L1, Up, Down, Up, Down

Infinite Weapons—Hold L1 + R1, press Up, Down, Up, R2

Mega Guns Mode—Hold L1 + R1 + R2 + X, press Down

Invulnerable Mode—Hold L1 + R1, press Up, Down, Left, Right

Upgrade Weapons—Hold L1 + R1, press Left, Right, Left, Right

Note: If you hold L1 + R1 + R2 and press Up, Down, Left, Right, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold L1 + L2 + R1 and press SELECT to deactivate all cheats.

### Passwords

Access the password entry screen from the options menu and enter any of the following codes to unlock special features:

Enable Goliath—△, L1, R1, X, L2, L2

Enable Nightshade—R1, R2, L1, L1, X, O

Enable Helicopter—L1, △, R2, □, □, R1

Enable Alien Saucer—R1, □, □, L2, □, O

Access "Funtopia" stage (Challenge mode only)—△, O, L2, □, □, L1

Access "The Gulch" stage (Challenge mode only)—△, O, L1, L2, □

Battle Boss 1 (Challenge mode only)—O, R2, R1, □, L1, R2

Battle Boss 2 (Challenge mode only)—O, □, L2, L1, □, □

Infinite Jump—O, □, R2, □, □, R2

Infinite Turbo—△, O, □, R1, R2

Double Pickups—L1, □, □, L1, R1, □

Increased Armor—R1, △, R1, □, L1, □

See Duke Nukem: Time to Kill movie—□, □, O, □, □, □

## ROLL AWAY

### Secret Codes

Each of the following codes can be entered at any time during the game (not while paused):

- Chess pattern background—L1, O, Left, Right, L2, Left, R2, R2

- Enable motion blur—Right, O, L2, O, R1, O, □, □

- Extra 30,000 points—□, Up, Down, L2, R1, □, □, □ (works only once per level)

- Temporary invincibility—Right, Down, L1, R1, R1, O, □, □

- 30 extra seconds in Time Trial mode—O, L1, □, □, □, O, □, □, Down (works only once per level)

- Warp to bonus stage—△, Up, □, L2, L1, □, □, □

- Clear screen in bonus stage—Right, O, □, L1, □, □, O, □, □

## ROSCO MCQUEEN FIREFIGHTER EXTREME

### Passwords

Laundry 2—F L U F F Y

Laundry 3—S W E A T Y

Auto 1—H O T R O D

Auto 2—G R E A S E

Auto 3—B I G E N D

Harolds 1—S M E L L Y

Harolds 2—W I D E T V

Harolds 3—P I L L O W

Leisure 1—T R I C E P

Leisure 2—M O T I O N

Leisure 3—H I P H O P

Residential 1—K E N N E L

Residential 2—B A R R E L

Runaround—S P L A S H

## RUSH HOUR

### Cheat Codes

Enter any of the following codes when the words "Press Start" appear on the title screen; you'll hear a sound to confirm if you've entered a code correctly:

Four extra High Performance cars—Up, Left, Right, X, O, □

Bonus Track—X, Up, □, Down, R1, L1

Reverse Tracks option at Track Select screen + "Reverse Championship" option—Left, □, R1, O, L1, Down

Access "Super Championship" race mode—Right, □, Left, O, Up, □



## SAN FRANCISCO RUSH

### Secret Vehicles

Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:

- Hold □ to race in a U.F.O.

- Hold L1 to race in a pick-up truck

- Hold R1 to race in a British sportster

When the race starts, you'll be driving the vehicle you chose.

## S.C.A.R.S.

### Ultimate Password

Choose "Options" at the Game Select menu, then select "Settings" and use the L1 and R1 buttons to change the Password option to "A L V I D". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode".

## SHADOW MASTER

### All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press L1 + L2 + R1 + R2 + O simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.

### Invincibility

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + X simultaneously. A blue light will appear to confirm the code; now you're completely invincible.

### Stage Select

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + □ simultaneously. A green light will appear to confirm the code. Now press START and exit the game; you'll find a stage-select option on the main menu.

## SHELLSHOCK

### Cheat Menu

Access the main title screen and press Up, Down, Left, Right, Down, Down, Right, Right, □. You'll hear a piano melody and the screen will change to a photo of the game's characters with a cheat menu below. Press Left or Right at the "Starting Level" option to start at any stage, or use the other options to watch all of the full-motion video footage in the game, listen to the music and sound effects or see the credits.

### Invincibility

Start a game, then—as soon as you're in the tank—press SELECT and choose "Abort Game". When the title screen appears for the second time, press Up, Up, □, Down, Down, Down, Right, Right, □. You'll hear a musical signal to confirm the code. Now start the game and watch your armor gauge; it will go down when you get hit, but when it runs out it will fill right back up again.

## SHIPWRECKERS!

### Passwords

Region 1, Level 2—Ship, Skull, Fish, Anchor,

Ship, Anchor

Region 1, Level 3—Ship, Anchor, Skull, Ship,

Anchor, Fish

Region 1, Level 4—Skull, Ship, Fish, Anchor,

Anchor, Ship

Region 2, Level 1—Fish, Fish, Anchor, Ship,

Skull, Anchor

Region 2, Level 2—Skull, Anchor, Anchor, Fish,

Anchor, Ship

Region 2, Level 3—Fish, Anchor, Ship, Ship,

Ship, Skull

Region 2, Level 4—Anchor, Fish, Ship, Skull,

Fish, Skull

Region 3, Level 1—Ship, Skull, Fish, Anchor,

Skull, Fish

Region 3, Level 2—Fish, Skull, Anchor, Fish,

Skull, Fish

Region 3, Level 3—Fish, Fish, Ship, Skull, Fish,

Ship

Region 3, Level 4—Ship, Anchor, Ship, Fish,

Anchor, Fish

Region 4, Level 1—Skull, Ship, Anchor, Fish,

Fish, Fish

Region 4, Level 2—Ship, Anchor, Skull, Fish,

Fish, Anchor

Region 4, Level 3—Skull, Ship, Skull, Fish,

Ship, Fish

Region 4, Level 4—Ship, Fish, Ship, Fish, Ship,

Anchor

Region 5, Level 1—Anchor, Ship, Fish, Skull,

Fish, Ship

Region 5, Level 2—Fish, Ship, Anchor, Skull,

Fish, Ship

Region 5, Level 3—Ship, Fish, Skull, Anchor,

Anchor, Skull

Region 5, Level 4—Skull, Ship, Anchor, Fish,

Ship, Skull

ately press and hold the L1 button until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in.

## SLAMSCAPE

### Invincibility

During the game, hold the SELECT button and press □, □, O, O, □, □, □, □.

### Weapon Power-Up

During the game, hold the SELECT button and press Left, □, Right, O, Up, □.

### Level Passwords

Uraniania—△ X □ O □ □ X □ □

Repsyhler—X O □ □ □ □ □ □

Endless Bummer—X □ X □ □ □ □ X

Viva Los Vagrantes—O □ □ □ □ X □ □

### Movie Passwords

Entrance to Uraniania—O □ □ □ □ □ □

Entrance to Repsyhler—O □ □ □ □ □ □

Entrance to Endless Bummer—O □ □ □ □ □

Entrance to Viva Los Vagrantes—O □ □ □

Game Over/Death—O □ □ □ □ □ □

Game Over/You Win—O □ □ □ □ □ □

Credits—O □ □ □ □ □ □

Exit (quit)—O □ □ □ □ □ □

## SMALL SOLDIERS

### Cheat Passwords

O, O, □, □, □, □, X, □—Invincibility

△, □, □, □, □, X, □—All Weapons

### Stage Passwords

X, X, □, □, □, □, X, □—Gorgon

—, □, □, □, □, □, □, □—Dimensional Temple

△, □, □, □, □, □, □, □—Spirit Bog

—, □, □, □, □, □, □, □—Canyon Village

—, □, □, □, □, □, □, □—Creepy Caverns

—, □, □, □, □, □, □, □—Space Ship

—, □, □, □, □, □, □, □—Hall of Patriots

—, □, □, □, □, □, □, □—Graveyard

—, □, □, □, □, □, □, □—Nuclear Mine

—, □, □, □, □, □, □, □—Launch Center

—, □, □, □, □, □, □, □—Uladden Fier

—, □, □, □, □, □, □, □—Garrison

—, □, □, □, □, □, □, □—Inner Sanctum

## SOVIET STRIKE

### Stage Passwords

Campaign #1: Crimea—W O R S T C A S E

Campaign #2: Black Sea—G R A N D T H E F T

Campaign #3: Caspian—G R O Z N E Y

Campaign #4: Dracula—C H E R N O B Y L

Campaign #5: Kremlin—C I V I L W A R

### Cheat Password

Enter the password T H E B I G B O Y S to play with infinite ammo, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

## SPACE JAM

### Secret Options Menu

At the main menu, choose "Options", then highlight "Game Options", hold L1 + L2 + R1 + R2 and press X. You'll find a secret options menu that allows you to adjust the game's gravity and character sizes as well as changing the court. Note: After you've changed these options, you must press X to exit; if you press any other button, your changes may not be in effect.

## SPAWN: THE ETERNAL

### Cheat Codes

Each of the following codes can be entered while the game is paused:

- Temporary invisibility—Hold L1 + R1 and press □, □, O, O, □, □, X

- Temporary invincibility—Hold L1 + R1 and press □, □, X, X, □, □, O

- All power-ups—Hold L2 + R2 and press □, □, □, □, □, □, □

- All inventory—Hold L2 + R2 and press X, O, □, □, □, □, □

- Refill health meter—Hold L1 + R1 and press X, O, □, □, □, □, □

- Refill Magic—Hold L1 + R1 and press □, O, □, □, □, □, □

- Skip current level—Hold L1 + R1 + L2 + R2 and press □, X, □, O, O, □

- Access All Cars

At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + Down and press □; now all of the cars in the game will be available.



# PlayStation tips

## Extra Camera Views

During a race, press **START**; while the game is paused, press **Right** five times, then **Left** five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.

## Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

- Hold **L1 + L2** to race in bright daylight
- Hold **R1 + R2** to race at night
- Hold **L1 + L2 + R1 + R2** to race at twilight

## SPICE WORLD

### Giant Spice

At the menu screen where your character walks across the globe, hold the **START** button and press **○, △, □, ▲**.

### Hidden Messages

Also at the "globe" menu, hold the **START** button and press **○, △, □, ▲**. You'll see the code on the screen to confirm. Now hold **START + SELECT** and press **○, △, □, ▲** to see a hidden message. You can also try **△, ▲, □, ▲** or **○, △, □, ▲**; repeat each code to see the corresponding message off.

### Handbag Code

At the globe menu, hold the **START** button and press **○, △, □, ▲**. With that done on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.

### Naked Spice Code

At the globe menu, hold the **START** button and press **○, △, □, ▲**. Next, press **L1 + L2 + R1 + R2 + START + SELECT** simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

## SPIDER: THE VIDEO GAME

### Cheat Codes

Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen:

- Refill Energy + Weapon Power-Up—Press **△, ×, △, ○, △, □, ▲, △, □, ▲, ○**. Repeat whenever necessary.
- Change into a Flea—Press **△, □, ○, △**. Repeat the same code to change back into the spider.

### Laboratory Passwords

Lab Floor—1 FMLC 939GP R8FB F7KT1

Sinks—CHMLC 939GP R8F3L WGT53

Lab Top—86MLC 939GP R8F3V FO554

70's Room—FW1MC 939GP R8F3B F7KT1

### Factory Passwords

Boxes—FW1MC 939GP R8F36 DTT53

Conveyors—BSRM C 939GP R8F3V TKT1

Machine Room—WDRQC 939GP R8F3L M8595

Tubes—8WV5L 939GP R8F36 DTT53

Mechanical Arm Boss—8WV5L 939GP R8F3G

1Q1B4

### City Passwords

Down the Street—9WV5L 939GP R8F3L RT654

Side of Building—65SXS 939GP R8F3L RT654

Park—W9PNT 839GP R8F3B 9LV3

Under the Street—N7KB3 Y19GP R8F3V

95HRS

Along the Street—N7KB3 Y19GP R8F3G

6K4T3

### Museum Passwords

Display Cases—P7KB3 Y19GP R8F3B PFGC3

Volcano—G7KB3 Y11GP R8F3B PFGC3

Dinosaur Bones—H7KB3 Y1QFP R8F3Q XSD54

Model City—J7KB3 Y1GWP R8F31 766D1

Temple—K7KB3 Y1B15 S8F30 XSD54

Museum Boss—K7KB3 Y1B15 S8F3B TQB84

### Sewer Passwords

The Wells—V7KB3 Y1B15 S8F3Q S7QCI

Along the Sewer—W7KB3 Y1VBV P8F3L

C1M95

Food Carton—X7KB3 Y1VLN 7BF31 CH1C3

Up the Well—Y7KB3 Y1V11 Q0F3Q S7QCI

Ryan's World—Q7KB3 Y1LDR TQD3V KCDT1

### Evil Lab Passwords

Circuit Boards—Q7KB3 Y1LDR TQD3L CQSR3

Lab Top—R7KB3 Y118H 56T1W TY4R4

Hard Drives—S7KB3 Y118H 56T1T CQSR3

Brian's Folly—T7KB3 Y118H 56TIF NY4R4

On the Ceiling—T7KB3 Y118H 56TIT C4LD1

Kip's Bonus—68KB3 Y118H 68T15 1P6C4

Brain Boss—68KB3 Y118H 56TIT MVM35

## SPOT GOES TO HOLLYWOOD

### Cheat Mode

At the title screen, press **△, Up, Right, Down, Left, △, Left, Down, Right, Up, ▲**. A new option called "Cool" will appear on the main menu. Select it to find an option called "Open

Levels". Press **X** to open the levels, return to the main menu and choose "Start" and "Continue Game", then press **X** at the password screen. When the stage-select screen appears, you'll find that you can access any level.

### Infinite Lives

With the cheat mode activated as described above, just press **START** during the game to pause, then press **—** while paused to give yourself 50 extra lives at any time.

### Watch Video Scenes

With the cheat mode activated as described above, go to the stage select screen, hold the **—** button and press **START**. The game's video scenes will begin to play, one after another. Press **X** to skip to the next video at any time.

## STAR GLADIATOR

### Big Heads and Feet

Just before a round begins, hold **Right + START + — + □** until the fighters appear. Your character will have a giant head and enormous feet. This only lasts for one round, but you can do it in any round if you get the buttons held down before the round begins. If you hold those same buttons with **Left** instead of **Right**, your character will have a tiny head.

### Wall Mode

Beat the game once with any character and get the best ending. When you return to the option menu, you'll find a new Wall Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you hit him or her with a strong attack near the edge of the ring.

### Zelkin Transform Combo

When playing as Zelkin, do his Plasma Combo, then immediately press **A, A, Forward, Guard, B**. Zelkin should begin to transform. Press **A** to turn left, **B** to turn right, **Kick** to change size and **Guard** to stop transforming.

### Change Camera Angle

Immediately after winning a fight, hold **○ + X** before your character goes into his or her victory pose. During the pose, keep holding those buttons and press **—** to zoom in, **△** to zoom out and use the D-pad to change the camera angle.

### Night Fighting

Before a fight begins, hold **L1 + L2 + Down**. You'll be fighting at night.

### Fight "Real Bilstein"

Play in Arcade Mode and beat all of the characters before the timer reaches six minutes (or three minutes if playing one-round battles.)

After you fight Bilstein, you'll face the glowing "Real Bilstein".

### Fight Kappa

If the timer is exactly at 00 when you defeat your third opponent in arcade mode, Kappa will appear as the fourth opponent.

### Play as Bilstein

At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor all the way over to the right to Gore and press **X, O, △, □, ▲, △, □, ▲**, then **○ + X** simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press **Right** to find Bilstein.

### Play as Kappa

Note: You must enter the "Play as Bilstein" code above before you can play as Kappa. At the character-select screen in arcade mode, highlight Bilstein, hold **SELECT**, move the cursor all the way over to the left to Hayato, then press **O, △, □, ▲, △, □, ▲, △, □, ▲**, then **○ + X** simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press **Left** to find Kappa.

### Play as Blood

Note: You must enter the "Play as Kappa" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor left to Bilstein, press **X, O, △, □, ▲, △, □, ▲**, then press **Right** to highlight Kappa and press **O, △, □, ▲, △, □, ▲**, then **○ + X** simultaneously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappa.

## STAR WARS: DARK FORCES

### Cheat Menu

At any time during gameplay—not while paused—carefully press **Left, □, △, □, ▲, □, △, □, ▲**. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map and more.

## STAR WARS: MASTERS OF TERAS KASI

### Secret Characters

To gain additional characters at the fighter select screen, you must perform the following tasks with the "Player Change at Continue" option set to "No" at the Options menu:

- To access Darth Vader, play as Luke Skywalker and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
- To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.

- To access Princess Leia in her "Jabba's Slave" costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" difficulty setting.

- To access Jodo Kast, play the game in "Survival" mode and defeat seven or more characters.

- To access Mara Jade, set the game's difficulty to "Jedi" and hold **L1 + L2 + R1** while entering "Team" mode (you should see a message that says "Battle for Mara Jade") and defeat all of your opponents in this mode.

### Arena Select

Play as Chewbacca and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

## STAR WARS: REBEL ASSAULT II

### Stage Passwords

Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence:

Easy Difficulty Level—**○ X ○ X ○ X**

Medium Difficulty Level—**○ X ○ X ○ X**

Hard Difficulty Level—**○ X ○ X ○ X**

## STARBLADE ALPHA

### Rapid Fire

At the main title Screen, press **Up, Up, Down, Down, ○, △, □, ▲** while the title letters are flying together. If done correctly, you will hear a muffled explosion sound. Begin your game and press the **X** button to access the rapid-fire laser.

## STEEL REIGN

### Invincible

At the main menu, press **L2, L1, R2, ○, □, ○, L1, L2, R1**. You'll hear a signal to confirm; now you're invincible.

### Access All Tanks

At the main menu, press **L1, L2, L1, R1, ○, □, ○, L2, L1, R2**. This code unlocks all of the remaining tanks in the game, including the Anaconda, which has unlimited weapons.

### Secret Level

At the main menu, press **L1, L2, L1, L2, R2, R1, ○, □, ▲, △**. You'll hear a chime, then you'll be taken immediately to a secret level called "Martian Surface."

## STREET FIGHTER ALPHA

### Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.

M. Bison (Player 1)—Hold the **L2** button and press **Left, Up, Right, Down, Left, Down, Down, Down**, then **□ + △** simultaneously.

M. Bison (Player 1)—Hold the **L2** button and press **Right, Right, Down, Down, Right, Down, Down**, then **□ + △** simultaneously.

To choose the alternate-color Bison, end the code by pressing **○ + □** simultaneously instead of **○ + △**.

Akuma (Player 1)—Hold the **L2** button and press **Left, Left, Down, Down, Down, Down**, then **□ + △** simultaneously.

Player 2—Hold the **L2** button and press **Right, Right, Down, Down, Down, Down**, then **□ + △** simultaneously.

To choose the alternate-color Akuma, end the code by pressing **○ + □** simultaneously instead of **○ + △**.

Dan (both players)—Hold the **L2** and **R2** buttons and press **△, □, ▲, ○, △**.

To choose the alternate-color Dan, hold **L2**

and **R2** and press **△, ○, △, □, ▲**.

## STREET FIGHTER ALPHA 2

### Play as "Classic" Chun-Li

At the character-select screen with the "short-cut" turned off, highlight Chun-Li, hold the **SELECT** button for at least three seconds, then press any button to choose her before releasing **SELECT**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.

### Play as "Shin" (True) Akuma

At the character-select screen with the "short-cut" turned off, highlight Akuma, hold the **SELECT** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold **SELECT** for one second, then press an action button to choose Akuma before releasing **SELECT**. The D-pad directions for the above pattern is as follows: Start at Akuma, then Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right.

### Fight Against "Shin" (True) Akuma

Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not reappear.

### Mid-Level Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

### Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the **SELECT** button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

## STREET FIGHTER COLLECTION

### Super Street Fighter II Turbo: Play as Akuma

At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then Highryu or Ken for four seconds, then Balrog or M. Bison—press all three **PUNCH** buttons and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

### Super Street Fighter II Turbo: Play Against Akuma

Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead.

### Super Street Fighter II Turbo: Remove Super Meter

At the character-select screen, choose your fighter with the **Jab** button, then release **—** and quickly enter one of the following codes before the airplane flies across the map: For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press **Left** and **Right** repeatedly on the D-pad while repeatedly tapping **—**.

For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press **Up** and **Down** repeatedly on the D-pad while repeatedly tapping **—**.

If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your super meter.

### Street Fighter Alpha 2 Gold: Play as Cammy

To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen with the "short-cut" turned off, then hold the **SELECT** button for at least three seconds, then press any button to choose her before releasing **SELECT**. The D-pad directions for the above pattern is as follows: Start at M. Bison, then Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right.



screen and pressing the **START** button twice.

*Street Fighter Alpha 2 Gold: Alternate Characters*

- To play as special versions of certain characters with no "Super" meters, simply press **START** while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.

- If you press **START** twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the *Street Fighter II Champion Edition* version of Chun-Li, respectively.

- To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press **START** five times.

#### STREET FIGHTER EX PLUS

##### Hidden Characters

At the Mode Select Screen, highlight "Practice" and press **SELECT**, **Up**, **Right**, **Down**, **Right**, **SELECT**. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Beta.

##### Hidden Bonus Game

Again, in the Mode Select Screen, highlight "Practice" and press **SELECT**, **Up**, **Up**, **Right**, **Up**, **Right**, **Up**, **SELECT**. You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original *Street Fighter II*.

#### STREET FIGHTER: THE MOVIE

##### Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up**, **R1**, **Down**, **L2**, **Right**, **L1**, **Left**, **R2** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

#### SUPER PUZZLE FIGHTER II TURBO

##### Play Against Devilot

To play against Devilot in a one-player game, you must accomplish five different things:

- Defeat an opponent within one minute in one round.
- Have at least one Super Combo.
- Have a "Max. Chain" of 4 or more.
- Have a "Max. Power Gem" of 20 or more.
- Reach Stage 7 without using any continues.

##### Play Against Dan

To play against Dan in a one-player game, you must accomplish five different things:

- Never defeat an opponent within one minute in one round.
- Never perform a Super Combo.
- Have a "Max. Chain" of 3 or less.
- Have a "Max. Power Gem" of 18 or less.
- Use at least one continue before reaching Stage 7.

##### Secret Characters

Each of the following codes works at the character-select screen in all modes except Street puzzle mode.

Akuma (Player 1)—Highlight Morrigan, hold **SELECT**, press **Down**, **Down**, **Down**, **Left**, **Left**, **O**

Akuma (Player 2)—Highlight Felicia, hold **SELECT**, press **Down**, **Down**, **Down**, **Right**, **Right**, **O**

Dan (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left**, **Left**, **Left**, **Down**, **Down**, **O**

Dan (Player 2)—Highlight Felicia, hold **SELECT**, press **Right**, **Right**, **Right**, **Down**, **Down**, **O**

Devilot (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left**, **Left**, **Down**, **Down**, **Down**, **O** (same as Dan code, but you must press **O** at the exact moment when the timer is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold **SELECT**, press **Right**, **Right**, **Right**, **Down**, **Down**, **O** (same as Dan code, but you must press **O** at the exact moment when the timer is at the 10-second mark)

Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right**, **O**

Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold **SELECT**, press **Right**, **O**

hold **SELECT**, press **Left**, **Left**, **O**

Anita (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right**, **Right**, **O**

Anita (Player 2)—Highlight Felicia, hold **SELECT**, press **Left**, **O**

##### Stage Select

In Vs. Mode, choose your character, then hold **L2** + **R2** + **SELECT** and choose your handicap.

Then, while you're still holding the buttons down, press one of the following buttons to choose your favorite stage:

Donovan's stage—Press **O**

Hsien-Ko's stage—Press **X**

Sakura's stage—Press **△**

Felicia's stage—Press **†**

Akuma's stage—Press **L1**

Devilot's stage—Press **R1**

Morrigan's stage—Press **Up**

Chun-Li's stage—Press **Down**

Ryu's stage—Press **Left**

Ken's stage—Press **Right**

Dan's stage—Don't press any button

#### SYPHON FILTER

##### All Weapons + Infinite Ammo

During the game, press **START** to pause. Highlight "Weapons" at the pause menu, hold **Right** + **L2** + **R2** + **□** + **O** and press **X**.

##### Stage Select

During the game, press **START** to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold **Left** + **L1** + **R1** + **SELECT** + **□** and press **X**.

##### Movie Theater

In the first stage, go to the movie theater and stand in the doorway, then press **START** to pause. Highlight "Map" at the pause menu, then hold **Right** + **L2** + **R1** and press **X**. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie theater.

##### Hard Difficulty

At the title screen, highlight "New Game," hold **Left** + **L1** + **R2** + **SELECT** + **□** + **O** and press **X**.



#### TAI FU: WRATH OF THE TIGER

##### Map Cheat Codes

To use the following cheat codes, you must finish at least one level of the game in order to access the map screen that appears between levels. Each of the following codes can be entered at the map screen (Note: Codes must be entered quickly):

- Level Select Debug Menu—Press **R2**, **△**, **R2**, **□**, **Down**, **□**, to allow cheats, then press **R2**, **△**, **R2**, **□**, **Down**, **□**, **Up**, **Right**, **Left**, **Down**, **Up**, **L1**

- Story Mode Debug Menu—Press **R2**, **△**, **R2**, **□**, **Down**, **□**, to allow cheats, then press **R2**, **△**, **R2**, **□**, **Down**, **□**, **Up**, **Left**, **Right**, **Down**, **Up**, **L2**

- View Credits—Press **R2**, **△**, **R2**, **□**, **Down**, **□**, to allow cheats, then press **R2**, **△**, **R2**, **□**, **Down**, **□**, **Up**, **Down**, **Left**, **Right**, **Up**, **R1**

- In-Game Cheats

At any time during gameplay—not while paused—press **R2**, **△**, **R2**, **□**, **□**, **X**, to enable cheats; once you've received a confirming message, you can enter any of the following codes for different effects:

- Refill Chi—**R2**, **△**, **R2**, **□**, **Left**, **Right**, **□**

- Refill Health—**R2**, **△**, **R2**, **□**, **Left**, **Right**, **○**

- Nine Lives—**R2**, **△**, **R2**, **□**, **Left**, **Right**, **X**

- Temporary Invincibility—**R2**, **△**, **R2**, **□**, **Left**, **Right**, **R2**

- Half Size Enemies—**R2**, **△**, **R2**, **□**, **Left**, **Right**, **Down**

- Double Size Enemies—**R2**, **△**, **R2**, **□**, **Left**, **Right**, **Up**

#### TEKKEN 2

##### Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too, will become a playable character. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either Kick button; to choose Angel, highlight Devil and press either Kick button. Note: You must have earned all of these characters to perform any of the following tricks:

- Kazuya's Purple Suit

Highlight Kazuya and press **START** to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.

- Super-Deformed Characters

Hold the **SELECT** button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

- Punch-Out! Mode

Hold the **L1** and **R2** buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame,

onds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold **Up**, **L1**, **△** and **X** on Controller 2 until the *Galaga* game starts. Now you can use the twin ships on the first wave.

*Secret Character: Devil Kazuya*

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the *Galaga* game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the **START** button to choose his evil alter-ego.

*Play as the Boss*

You've probably noticed the extra characters that you can earn in *Tekken* by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him/her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles.

*Hidden Character Demos*

With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode:

Kazuya: Hold **↑** on the D-pad  
 Paul: Hold **↗** on the D-pad  
 Law: Hold **→** on the D-pad  
 Jack: Hold **↘** on the D-pad  
 Nina: Hold **↓** on the D-pad  
 King: Hold **↙** on the D-pad  
 Yoshimitsu: Hold **←** on the D-pad  
 Michelle: Hold **↖** on the D-pad  
 Heihachi: Hold **L1+L2+R1+R2**  
 Lee: Hold **L1+L2+R1+R2+↑** on the D-pad  
 Kuma: Hold **L1+L2+R1+R2+↗** on the D-pad  
 Wang: Hold **L1+L2+R1+R2+→** on the D-pad  
 P. Jack: Hold **L1+L2+R1+R2+↙** on the D-pad  
 Anna: Hold **L1+L2+R1+R2+↓** on the D-pad  
 Armor King: Hold **L1+L2+R1+R2+↖** on the D-pad  
 Ganryu: Hold **L1+L2+R1+R2+↖** on the D-pad  
 Kunimitsu: Hold **L1+L2+R1+R2+↖** on the D-pad

This also works on Controller 2. For example, if both players hold all four L and R buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

#### TEKKEN 3

##### Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either Kick button; to choose Angel, highlight Devil and press either Kick button. Note: You must have earned all of these characters to perform any of the following tricks:

- Kazuya's Purple Suit

Highlight Kazuya and press **START** to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.

- Super-Deformed Characters

Hold the **SELECT** button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

- Punch-Out! Mode

Hold the **L1** and **R2** buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame,

just like Nintendo's classic *Punch-Out!!* arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.

- Super Juggler Mode

Hold **SELECT** and **Up** on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interesting.

#### TEMPEST X3

##### Power-Up Swarm

At the start of a stage in "Tempest X3" mode, shoot the first creature and fire your superzapper before the power-up reaches the top of the playfield; do not collect this first power-up. Now play normally and you will receive power-up items from nearly every enemy you shoot.

##### Cheat Codes

At any time during the game—at the title screen, menus or during the game—hold **L1**, **R1**, **△**, **O**, **START**, **SELECT** and **Up/Left** on the D-pad. You'll hear a loud grinding noise to indicate that the master cheat code is in place. Once you've done this, you can do any of the following tricks during the game:

- Level Skip—Hold **R1** and tap **L1**, then fire your superzapper. The screen will be cleared and you will advance to the next stage immediately.

- Trippy Mode—Hold **L2** + **R1** + **△** + **X** and press **Up**. The graphics will leave freaky trails of light on the screen; perfect for those mind-altering experiments at your next party.

- MOD Music—Hold **L2** + **R1** + **△** + **X** and press **Right**. The music will change to the .MOD music when you start the next stage.

- Remix Music—Hold **L2** + **R1** + **△** + **X** and press **Left**. The music will change to the remix music when you start the next stage.

- A.I. Droid—Hold **L2** + **R1** + **△** + **X** and press **Down**. You'll hear the A.I. droid say "Attack!". Now if you can make it to the current stage without losing a life or using the Level Skip cheat, the first power-up that appears in the next stage will give you the A.I. Droid.

##### High Score Trick

At the three-character High Score entry screen, enter your initials as "GAY". The blue shape in the background of the High Score screen will be changed to a spinning pink triangle.

##### Hidden Game Modes

Play until you earn the top spot on the High Score table; you must earn over 500,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three-letter initials. Enter your name as "H\_V\_S"; those are spaces in the second and fourth positions. Save the game to your memory card. Now you'll find two new game modes at the main menu: "Tempest Plus" and "Tempest 2000".

#### TEN PIN ALLEY

##### Taunt Your Opponent

When your opponent is bowling, wait until the bowling meters appear, then hold **L1** + **L2** + **R1** + **R2** on your controller and press **△**, **□**, **○** or **×**; each button corresponds to a different taunt.

#### TENCHU: STEALTH ASSASSINS

##### Restore Health

Press **START** during the game to pause, then press **Left**, **Left**, **Down**, **Down**, **□**, **□**, **△**, **□** to refill your energy.

##### Increase Item Capacity to 99

At the item select screen, hold **L1** and press **Left**, **Left**, **Down**, **Down**, **□**, **□**, **△**, **□**.

##### Unlock All Secret Ninja Tools

At the item select screen, hold **R1** and press **Left**, **Left**, **Down**, **Down**, **□**, **□**, **△**, **□**.

##### Increase Item Inventory

At the item select screen, hold **L2** and press **Left**, **Left**, **Down**, **Down**, **□**, **□**, **△**, **□**.

##### Ayame's Sexy Armor

At the item select screen, press **Left**, **Left**, **Down**, **Down**, **□**, **□**, **△**, **□**.

##### Enable Japanese Voice-Over

At the "Select Stage" screen, hold **L1** and press **Left**, **Left**, **Down**, **Down**, **□**, **□**, **△**, **□**.

##### Enable Enemy Layout Selection Screen

At the "Select Stage" screen, hold **R1** and press **Left**, **Left**, **Down**, **Down**, **□**, **□**, **△**, **□**.

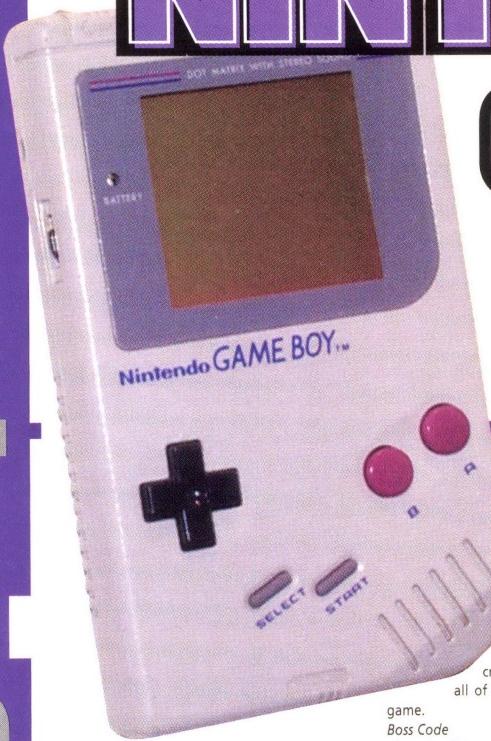
##### Debug Mode

At any time during the game, press **START** to









# NINTENDO GAME BOY



## A BUG'S LIFE

### Passwords

Level 2—9 L K K  
Bonus Level—B L 2 6  
Level 3—5 P 9 K  
Level 4—6 6 5 2  
Level 5—B K K 2  
Level 6—2 P L B  
Level 7—6 5 6 2  
Level 8—L 5 9 B

## ADVENTURE ISLAND

### Stage Select

At the title screen, after Higgins gets hit by the coconut, press Right, Left, Right, Left, A, B, A to access a "World Select Mode" menu.

### Power-Ups

At the title screen, enter 0894 as your password and select OK. You will have 99 of each item.

## AMAZING PENGUIN

### Password

Level 37—9 1 6 3 2 8

## A\*MAZING TATER

### Password

Floor 3—Y B T F 5 Z Z F T 2

## ATOMIC PUNK

### Password

Stage 50—B 0 M N D P B L 3 N C B 3 L 2 H 2 D  
JJ

## AVENGING SPIRIT

### Hard Mode

At the title screen, push Up, A, and B at the same time—you'll hear a tone to confirm the code. Press START to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.



## BATMAN

### Sound Test

At the title screen, hold the D-pad in the Up/Right position and press START to access a sound test menu.

## BATTLE ARENA TOSHINDEN

### Text Debug Mode

When the Takara logo appears at the start of the game, press B, A, Left, Right, B, A, Down, Up, B, A. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that appears in the game.

### Boss Code

After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press Up, Down, A, B, Right, Left, A, B. You'll hear a signal to confirm the code; now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Gaia II.

## BATTLE BULL

### Password

Level 48—\$ F \* \*

## BATTLE UNIT ZEOTH

### Stage Select + Invincibility

At the title screen, hold Down on the D-pad and press A + B simultaneously; you'll hear a chime to confirm, but the music may be pretty loud so you'll have to listen carefully. If you do this once, you'll start at Stage 1 with invincibility. If you enter the code repeatedly, you'll start at different stages depending on how many chimes you hear; e.g. if you hear two chimes, you'll start at Stage 2 with invincibility, etc. If you enter the code six times and get six chimes, you'll warp directly to the game's ending sequence.

## BATTLETOADS IN RAGNAROK'S WORLD

### Five Extra Toads

At the title screen, hold Down, A and B, then press START. You'll start the game with five lives instead of three.

## BILL & TED'S EXCELLENT ADVENTURE

### Passwords

Adventure 2: New Mexico 1879, 555-4239  
Adventure 3: Ancient Greece 410 BC, 555-6767  
Adventure 4: Medieval England 1456, 555-8942  
Adventure 5: San Dimas 1,000,000 BC, 555-4118  
Adventure 6: Shopping Mall, 555-8471  
Adventure 7: School Room, 555-2989

## BIONIC COMMANDO

### Re-equip

To return to the skies to re-equip, hold START, then press A and B simultaneously.

### Password to Final Boss

●—B1, E1, F1, F2, C3, F3, A4, D4, E4  
▲—A2, D2, A3, E3, B4, F4  
■—A1, C1, D1, B2, E2, B3

## BLADES OF STEEL

### Sound Test

At the title screen, press Up, Up, Down,

Down, Left, Right, Left, Right, B, A, B, A, Start.

## BOOMER'S ADVENTURE IN ASMIK WORLD

### Stage Select

Enter the password ANCIENT to access a stage-select menu.

## BOXXLE

### Passwords

Level 1, Room 10—B ♦ X W  
Level 2, Room 10—D ♦ X X  
Level 3, Room 10—G ♦ X Y  
Level 4, Room 10—H ♦ X Z  
Level 5, Room 10—I ♦ X !  
Level 6, Room 10—K ♦ X ?  
Level 7, Room 10—L ♦ X O  
Level 8, Room 10—M ♦ X 1  
Level 9, Room 10—N ♦ X 2  
Level 10, Room 10—P ♦ X 3  
Level 11, Room 8—Q ♦ X T

### See the Credits

At the title screen, hold Up + A + B until the names appear.

## BOXXLE II

### Password

Fifth Floor—0 K 8 4

## BUBBLE BOBBLE

### Password

Round 100—K Z 5 J

## BUBBLE BOBBLE PART 2

### Stage Select

Enter ▶ 5 ▶ V as your password, then press the START button. A stage-select menu will appear on the title screen.

## THE BUGS BUNNY CRAZY CASTLE

### Passwords

Level 73—W 3 R 2  
Level 74—W 1 F 2  
Level 75—X 3 J 2  
Level 76—X 1 K 2  
Level 77—W E M 2  
Level 78—W H C 2  
Level 79—X E A 2  
Level 80—X H O 2

## THE BUGS BUNNY CRAZY CASTLE 2

### Passwords

Level 20—U N I T  
Level 21—S O N G  
Level 22—T Y R E  
Level 23—L O V E  
Level 24—N O T E  
Level 25—J A Z Z  
Level 26—H E L P  
Level 27—K I N G  
Level 28—G I F T

## BUGS BUNNY CRAZY CASTLE 3

### Garden Passwords

Stage 5—S T B X 4 R  
Stage 10—L 4 B X 4 N  
Stage 15—4 2 B 2 G 8  
Hall Passwords  
Stage 16—H G B 2 4 8  
Stage 20—3 9 B V 4 ●  
Stage 25—7 Y S V G T  
Stage 30—V D S 8 G T

## Basement Passwords

Stage 31—8 S 2 4 C  
Stage 35—F M X X G I  
Stage 40—T J X V 8 K  
Stage 45—D S L 2 8 6  
Treasury Passwords  
Stage 46—8 C L V D J  
Stage 50—D L 8 8 9  
Stage 55—R 3 L V D R  
Stage 60—9 L 8 D H

## BURAI FIGHTER DELUXE

### Passwords

Stage 2—H G K M  
Stage 3—C P F G  
Stage 4—J J C M  
Stage 5—D K L F



## CARROT CRAZY

### Stage Skip

Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press START to pause, then press SELECT to warp to the end of the current stage.

## CASTLEVANIA II: BELMONT'S REVENGE

### Start with 9 Lives

Enter the password Candle, Candle, Heart, Heart.

### Hard Mode

Enter the password Blank, Eyeball, Blank, Eye-ball.

### Sound Test

Enter the password Heart, Heart, Heart, Heart.

## CHASE H.Q.

### Stage Select

At the title screen, hold Down, A and B and press START. Use the A and B buttons to change your starting stage.

## CHOPLIFTER II

### Passwords

Sector 2, Level 2—B Y M S F W R  
Sector 2, Level 3—R G H T H N D  
Sector 3, Level 1—G D G M P L Y  
Sector 3, Level 2—T R Y H R D R  
Sector 3, Level 3—S P R Y S K S  
Sector 4, Level 1—C M P T R W Z  
Sector 4, Level 2—C H P Y B Y S  
Sector 4, Level 3—V R Y H P P Y  
Sector 5, Level 1—G M B Y Q Z D  
Sector 5, Level 2—L V L Y T T Z  
Sector 5, Level 3—G D D Y G M Z

## COLLEGE SLAM

### Power-Up Codes

Perform each of the following cheats at the "Tonight's Match-Up" screen.  
Shot Percentage display: Press Down, B, Up, Up and Down.  
Powerup 3-Pointers: Press Down, Up, Up, Down, Left, Right, Left.



# Game Boy tips

## CONTRA: THE ALIEN WARS

### Stage Skip

Enter the password H2F2, then start the game. When you want to skip a stage, press START; instead of activating the "pause" feature, you'll be warped to the next stage.



## DAEDALIAN OPUS

### Stage Select

Enter the password "ZEAL" to access a stage-select menu.

## DICK TRACY

### Passwords

Stage 2—4 9 7 3 0  
Stage 3—6 4 6 0 8  
Stage 4—5 9 7 1 5  
Stage 5—5 6 1 1 5

## DONKEY KONG LAND II

### 47 Kremlions

At the "Select Game" screen, highlight a saved game file, hold Left or Right on the D-pad and press A, B, A, B, A, B repeatedly until you hear a signal. You'll enter that saved game with 47 Kremlions, enough to pay off Klubba and enter the Lost World from any Kiosk.

## DRAGONHEART

### Passwords

Stage 2—B C D L S T  
Stage 3—D C L T S B  
Stage 4—L C T B S D  
Stage 5—C B L S B T  
Stage 6—T T S C D C  
Stage 7—S D C D T S  
Stage 8—B V D V S C



## ELEVATOR ACTION

### Bonus

When you open the doors marked with a "?" and leave, you end up with an item that appears to have been randomly chosen. The item you receive is determined by the hundreds digit of your score. Below is a list of what your prize will be if you enter a Question Mark Door:

Digit 0 or 1: Shotgun  
Digit 2 or 3: Machine Gun  
Digit 4 or 5: Pistol  
Digit 6 or 7: Grenade  
Digit 8 or 9: Heart

## EXTRA BASES

### Password

Start with 7-0 Record—2 C C Z



## FACEBALL 2000

### Secret Rooms/Level Warps

When you find the exit in the first level of the Cyberscape game, shoot the exit five times; you'll be sent to a special room with a speedup pod, a nine-lives pod and warp doors to levels 10, 15, 20 and 25.

If you shoot at the nine lives pod three times, it will change into a key; grab it and the west wall of the secret room will open to reveal another room with a speedup pod, an automag pod, a level 3 armor pod and warp doors to levels 30, 35 and 40. (Watch for the Ninja in this room, though.)

Note that the armor pod did not disappear when you took armor from it. Travel to the west wing of the secret room and find the wall that faces south. (When you see the south wall, there will be a flashing warp door to your right; that's the exit to level 40.) Shoot the south wall once, then touch it. Then go back around the corner to the armor pod. Touch the pod and shoot it to get a key that opens the south wall and a third secret area with two ninjas. Defeat them to find an automag pod, an armor pod and warps to levels 45, 50 and 55.

Next, go to the southeast corner of this room, shoot the east wall, then touch it. Now go

back to the automag pod and touch it three times; it will turn into a key that will open the east wall in the corner, which leads to yet another secret room. Inside are automag, speedup and armor pods as well as three more nasty ninjas and warps to levels 60 and 65.

Finally, check out the east wall of this newest room. Stand near the center of the wall and move slightly to the left; now touch this part of the wall five times and shoot it once to open a secret door that leads to the final part of the first level. Just inside the door is a warp to level 70, but there are also four ninjas waiting for you.

## THE FINAL FANTASY LEGEND

### Sound Test

At the title screen, press SELECT + START + B and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear.

## FINAL FANTASY LEGEND II

### Sound Test

At the title screen, hold SELECT + B and press START.

## FIST OF THE NORTH STAR

### Password

Last Stage—X K P 7 2 Q N V H R J G U 5



## GAME & WATCH GALLERY

### Reset Cartridge Memory

At the title screen, don't press Up, Up, Down, Down, Left, Left, Right, Right. If you do, you'll lose all of your high scores and saved milestones.

## GAME BOY CAMERA

### Secret Game

Play the Space Fever II game until you achieve a score of 2,000 points or more. The next time you play Space Fever II, a new "?" option will appear between the Ball and "DJ" items; shoot this object to play a secret game called Run! Run! Run!; if you win the race, press the A button rapidly to raise the flag at the victory screen. Earning 2,000 points in Space Fever II also changes the function of the "Credits" option; instead of the dancing man, you can now see the real credits sequence.

### Secret Photos

To reveal the secret "?" photos in Album B, you must perform the following tasks (check the Hi Score table and the "Record" screen to see how close you are):

- Page B3, photo 1—Shoot at least 60 photos.
- Page B3, photo 2—Delete at least 60 photos.
- Page B3, photo 3—Transfer 15 photos to another Game Boy Camera using the link cable.
- Page B3, photo 4—Receive five photos from a Game Boy Camera that shows the male symbol ♂ at the User Name screen.
- Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female symbol ♀ at the User Name screen.
- Page B3, photo 6—Print at least 30 pictures with the Game Boy Printer.
- Page B3, photo 7—Get a score of 3,000 points or more in the Space Fever II minigame.
- Page B3, photo 8—Get a score of 5,000 points or more in the Space Fever II minigame.
- Page B4, photo 1—Get a score of 7,000 points or more in the Space Fever II minigame.
- Page B4, photo 2—Get a score of 500 points or more in the Ball minigame.
- Page B4, photo 3—Get a score of 700 points or more in the Ball minigame.
- Page B4, photo 4—Get a score of 1,000 points or more in the Ball minigame.
- Page B4, photo 5—Get a time of 17 seconds or less in the Run! Run! Run! minigame.
- Page B4, photo 6—Get a time of 16 seconds or less in the Run! Run! Run! minigame.

### Secret DJ Options

Each of the following tricks works in DJ mode when your character is on the screen:

- If you highlight "SE" and tap Right on the D-pad, the song will restart from the begin-

ning. Try tapping Right repeatedly to "stutter" the first note.

- If you highlight "SE" and hold the D-pad diagonally in the Up/Right position, the music will be temporarily transposed into a higher register. Likewise, if you hold Down/Right, the music will change to a lower key.
- If you highlight "Tempo" and hold Left on the D-pad, the music will play in reverse.

### Print DJ Music

First, connect your Game Boy to the Printer and turn the Printer on. Next, enter DJ mode, press SELECT to access the "Trippy-H" synthesizer screen, make sure the "Sound 1" tab is highlighted in the upper left corner of the screen, hold the START button and press A. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends.

### Flip the Stamps

When using the "Stamp" function, position any stamp on the photo and continue to hold the A button down. After a few seconds, the stamp will begin to "flip" horizontally; if you release the A button at the right time, the stamp will remain flipped over on the screen. Change Speed

At the title screen, hold Up to make Mario dance faster or Down to slow him down. This also works on the funny face at the "View" menu. You can also change the speed of the "Slide Show" by pressing Up or Down.

## GAME BOY PRINTER

### Secret Message

Press and hold the FEED button when you turn the Game Boy Printer on. You can release the FEED button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

## GAME GENIE

### Flip Characters

At the code screen, press A, Left, Left, A, B, Right, Right, B. The letters and numbers at the code input screen will flip over. Enter the same code again to return the code screen to normal.

### Secret Messages

To read secret messages from the Game Genie designers, enter any of the following codes at the code screen:

- Up, Down, Left, Right
- Right, Up, Down, Up, Left, Up, Down, Up
- B, A, B, Right, Left, Down, Up
- A, A, A, B, B, B, START
- Right, Left, Right, Left, Down, Down, Up, Up
- A, B, A, B, A, SELECT
- B, A, Left, Right, SELECT
- Up, Up, A, B, A, Down, Down

## GARGOYLE'S QUEST

### Password

Final stage—S W X E - C B F J

## GEX: ENTER THE GECKO

### Password

Choose "Password" from the main menu and enter the following code:

```
↓ ↓ ↓ ↓
↓ ↓ ↓ ↓
↓ ↓ ↓ ↓
↓ ↓ ↓ ↑ ↴ ↵
↖ ↓ ↓ → ↴
```

This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the B button and press the D-pad in the direction of the arrow. To make an outlined arrow, hold A instead.

## GODZILLA

### Sound Test

Start a new game, then hold A + B + START and press SELECT. A sound test menu will appear.

### Password

Final level—J X R B 7 K & 9 4 8 H P D 3 2 # J N



## THE HUNT FOR RED OCTOBER

### Stage Select

At the title screen, press B, SELECT, Left, Right, START to access a "Starting World" menu.

### Start With 25 Missiles

At the map screen, while your course is being shown, hold A + B and press Up, Down to start that stage with extra missiles.

### Start With 25 Subs

At the map screen, while your course is being shown, hold A + B and press SELECT, Up, Down to start that stage with extra submarines.



## IRON MAN/X-O MANOWAR IN HEAVY METAL

### Passwords

Stage 1—T Y C K P Q

Stage 2—T J Y P D F

Stage 3—Z X C V B M

Stage 4—K D Z C P L

Stage 5—M G H Q Z S

Stage 6—P L H R J

Stage 7—Y P M B C K

Stage 8—S D W Z C M

Stage 9—D P W M Q Z

Stage 10—L K L P D X

Stage 11—X C S Q S S

Stage 12—M P Q P R Y

Stage 13—J K R T S C

Stage 14—D X C M G H

Stage 15—L P J K H X



## JAMES BOND 007

### Mini-Games

To play three different card games, choose a blank spot at the Player Select



Game Boy tips

## Game Boy tips



menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

### JUDGE DREDD

#### Stage Select

At the title screen, press A, Left, Right, Left, Right, B, then press START. A stage-select menu will appear.

### THE JUNGLE BOOK

#### Cheat Menu

Press SELECT to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15. A top-secret cheat menu will appear.

### JURASSIC PARK

#### Stage Skip

When the title screen fades and the T-Rex opens his mouth, press Up, Down, Left, Up, Up, Down, Right and SELECT. Repeat the whole sequence again, then press START to begin. Anytime during the game, hold START, then press SELECT to skip to the next stage.



### KILLER INSTINCT

#### Cheat Code

Choose any character; then, at the match-up screen just before the fight starts, hold Right on the D-pad and quickly press SELECT, START, B, A.

### THE KING OF FIGHTERS '95

#### Secret Codes

When the Takara logo appears at the beginning of the game, press the SELECT button repeatedly for different effects as follows:

- Press SELECT three times to access two hidden characters, Saisyu and Rugal.
- Press SELECT 20 times for one additional hidden character, Nakoruru.
- If you press SELECT 25 times, you get the hidden characters plus you'll start each battle with your Super meter maxed out.
- If you hold A + B and press SELECT at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode.

### KIRBY'S DREAM LAND

#### Hidden 1-Ups

Stage Three: At the second section of this stage, you'll find a path that ends with a pile of Star Boxes. Inhale the boxes at the bottom of the pile to see a small doorway. Enter to find a secret passage with a 1-Up at the end. Later in Stage Three, you'll take on some weird creatures. There's a hole at the base of one of the masts. Take out a Star Box to clear your way to the hole. Climb in to collect Pop Brew and a 1-Up in the hidden chamber.

Stage Four: You will run into a maze of clouds halfway through this stage. When you arrive at a narrow passage in the clouds, on the left side is a pond. Go to the end and press Up on the D-pad to enter a hidden passage and drop into a secret area. Use a Mint Leaf to fly through this stage and pick up Power-Ups along the way. At the end of Stage Four, you'll fly up to a floating palace where you meet Kracko again. Instead of entering the palace, you can get to Kracko by another route and earn special items. Touch the Moon and warp to a special area filled with stars and clouds. You'll find a 1-Up and a Magic Food Bag as you fall.



### THE LEGEND OF ZELDA: LINK'S AWAKENING

#### Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

#### Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the

boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

### THE LION KING

#### Stage Skip

At any time during the game, press START to pause, then quickly press B, A, A, B, A, A. You'll immediately skip to the next stage.

### LOCK N' CHASE

#### Extra Mode

When the word "Start" appears at the title screen, press A, A, B, B, A, B; you'll hear a signal to confirm and the word "Extra" will appear in the corner of the screen. Press START and you'll begin the game at Stage 7-1.

### MEGA MAN IN DR. WILY'S REVENGE

#### Passwords

Cut Man defeated—A1, B3, C4, D3, D4  
Elec Man defeated—A2, A4, B3, D1, D2  
Ice Man defeated—A1, A2, B2, B3, D4  
Fire Man defeated—A1, B1, B2, C4, D2  
Fire Man and Cut Man defeated—A2, B2, C3, D1, D3  
Fire Man, Cut Man and Elec Man defeated—A3, B2, B3, B4, C4  
Dr. Wily's Castle—A2, A3, B4, C2, C3

### MEN IN BLACK: THE SERIES

#### Access Codes

Manhattan—2 7 1 0  
Sewers—1 8 0 7  
Aerodrome—0 3 0 9  
Rooftops—2 7 0 5

Forest—3 1 0 7

Game ending—1 9 4 3

#### Zoom Mode

Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, hold the SELECT button and you can use the D-pad to make your character fly through the air to any part of the current stage.

#### Stage Skip

Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, press START to pause, then press SELECT; you will be warped immediately to the end of the stage.

### MORTAL KOMBAT

#### Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the Upper Left position and hold it there, and hold the SELECT and A buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen. Next, input your initials and press A. When the high score table appears, press START; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of Mortal Kombat where you play as Goro and all of your opponents have been given new names.

### MORTAL KOMBAT II

#### Secret Character: Smoke

When battling in the Kombat Tomb stage, watch for Dan "Toasty" Forden to appear; he's the little head that pops up in the lower right corner of the screen at certain times, usually after uppercuts or cool combos. As soon as you see him, hold Down on the D-pad and press the START button to warp to a battle against the secret ninja character, Smoke.

#### Secret Character: Jade

Watch the "Battle Plan" that shows who your next opponent is in one-player mode. When you reach the opponent just before the "?" square on the battle plan, defeat that opponent using only the Kick button in the winning round. If you can do this, your next opponent will be the secret female ninja, Jade.

### MORTAL KOMBAT 4

#### Extra Credits

At the difficulty select screen, press Up or Down to change the number of credits displayed at the top of the screen; you can start with up to five.

#### Kombat Codes

At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:

- 1) Highlight the first icon box, press Up once.
- 2) Highlight the second icon box, press Up nine times (or Down once).
- 3) At the third box, press Up twice.
- 4) At the fourth box press Up twice.
- 5) At the fifth box press Up three times.
- 6) At the last box press Up four times.

You'll get a message to confirm proper entry of each code:  
192 - 2 3 4 - Unlock Reptile  
2 0 5 - 2 0 5 - Fight against Reptile

1 0 0 - 1 0 0 - Throwing disabled

0 2 0 - 0 2 0 - Blocking disabled

6 8 8 - 4 2 2 - Dark Kombat

9 8 5 - 1 2 5 - Psycho Kombat

3 3 3 - 3 3 3 - Randal Kombat

0 0 0 - 7 0 7 - Computer starts with 1/4 life

7 0 7 - 0 0 0 - Player 1 starts with 1/4 life

### MULAN

#### Passwords

Level 2—J S F P W

Level 3—Q G H X B



### NBA JAM

#### Power-Up Codes

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.

Juice Mode—Tap any button 14 times, then hold A and B until the tip-off.

Power-Up Dunks—Tap any button ten times, then hold Down and A until the tip-off.

Power-Up Fire—Tap any button seven times, then hold Down and Left on the D-pad until the tip-off.

Power-Up Turbo—Tap any button 15 times, then hold Up and B until the tip-off.

#### Secret Characters

Jamie Rivett: Enter the initials RJ, highlight the letter F, press Up, A and B to enter the last letter.

Sal DiVita: Enter the initials SD, highlight the letter T, press Down and B to enter the last letter.

Mark Turnell: Enter the initials WI, highlight the letter M, press Left and B to enter the last letter.

Air Dog: Enter the initials JA, highlight the letter T, press Up and B to enter the letter M.

Chow Chow: Enter the initials AM, highlight the letter Q, press Down, A and B to enter the letter X.

Weasel: Enter the initials MA, highlight the letter U, press Up, START, A and B to enter the letter N.

### NBA JAM TOURNAMENT EDITION

#### Power-Up Codes

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.

Quick Hands—Left, Left, Left, Left, A, Right

High Shots—Up, Down, Up, Down, Right, Up, A, A, A, A, Down

Slippery Court—A, A, A, A, Right, Right, Right, Right, Right

Display Shot Percentage—Up, Up, Down, Down, B

Power-Up 3-Pointers—Up, Down, Left, Right, Left, Down, Up

Power-Up Goaltending—Right, Up, Down, Right, Down, Up

Power-Up Dunks—Left, Right, A, B, A

Power-Up Fire—Down, Right, Right, B, A, Left

Max Power—Right, Right, Left, Right, B, B, Right

Power-Up Offense—A, B, Up, A, B, Up, Down

Powerup Push—Down, Right, A, B, A, Right, Down

Powerup Turbo—B, B, A, Down, Down, Up,

### Left

Powerup Speed—Up four times, Left four times, B, A

### NEMESIS

#### Power-Up Cheat

During the game, press START to pause, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A. When you unpause, your ship will be upgraded with all of the weapon power-ups in the game. Note: This code works only once per stage.

### NFL BLITZ

#### Passwords

Play as the Midway Blitzers—0 6 2 6 7 5 4 5

Play as the Emeryville Eclipse—0 0 6 0 7 4 4

#### Secret Codes

Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:

Infinite Turbo—START, START, START, START, START, B, A, A, A, Up  
No Fumbles—START, START, START, START, B, B, A, A, Down

Invisible Receiver—START, START, START, START, B, B, B, A, Up  
No Pointer—START, START, START, B, B, B, A, A, Left

Start in Overtime—A, A, A, A, A, Up  
Parking Lot Field—START, START, START, B, B, A, A, Down

Space Field—START, START, A, A, Right

Night Game—START, START, B, B, A, Right

Predator Mode—START, START, START, START, B, B, B, B, A, Up

### NINJA BOY

#### Continue

You can continue from the last stage you were on by holding the A button and pressing START.



### ODDWORLD ADVENTURES

#### Super Jump

When Abe is jumping, press the START button to pause the game while he's still in mid-air. After you unpause, Abe will jump again, doubling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing.

#### Password

Final Level—T B T B T

### OPERATION C

#### Start With Ten Men

After the title screen appears, press Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right, A, B, START.

#### Stage Select

After the title screen appears, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, START.



### PITFALL: BEYOND THE JUNGLE

#### Passwords

Underground Caverns—F L T Y W T R S

The Volcano—G N G D W N

The Prison—B N G D N S D

The Scourge—S W P N G B L W

### POCAHONTAS

#### Passwords

Stage 2—K P G X H 4 T 8

Stage 3—C M Q Z B 6 R 1

Stage 4—J W D L F 7 K 5

Stage 5—T G N D X 3 V 9

Stage 6—H F S B D 2 M 6

Stage 7—Q Z J R L 1 W 4

Stage 8—B P X C V 7 Z 3

Colors of the Wind—S D L F T 8 G 2

Stage 9—R W H J X 9 Z 5

Stage 10—M V N G B 4 C 6

Stage 11—K C Q T D 3 W 1

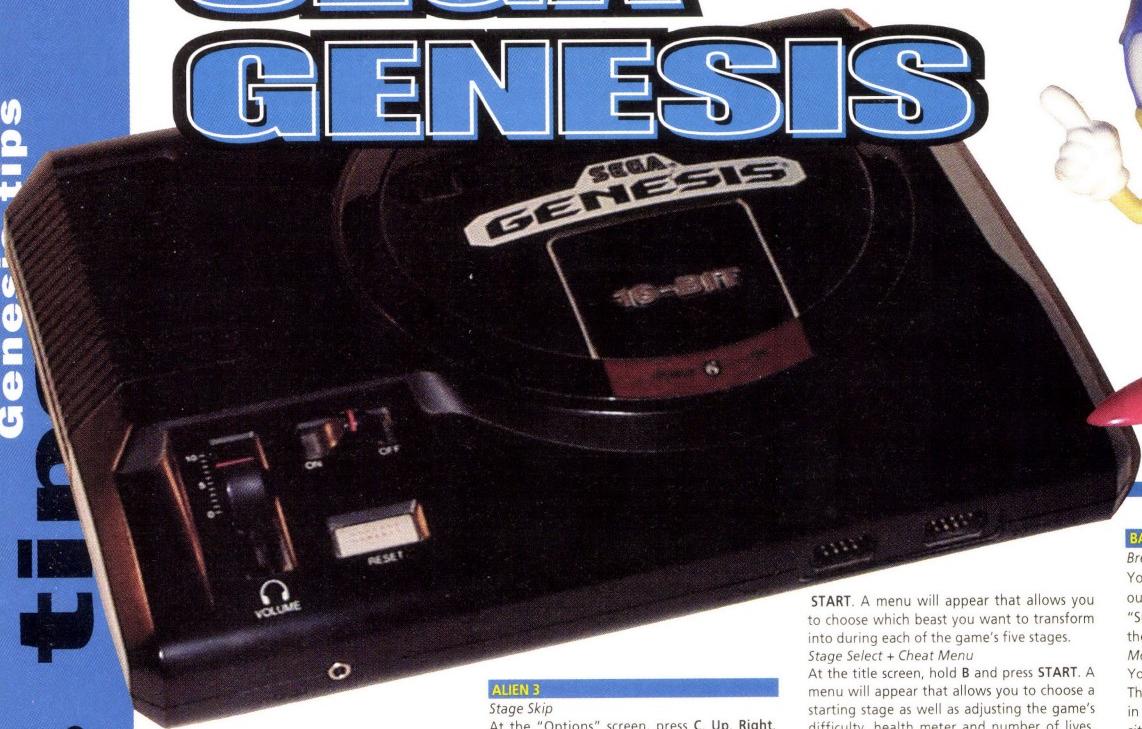
Stage 12—T B P R G 5 H 8

Stage 13—Q F C M X 2 B 9

Stage 14—V D H K S 6 L 7



# SEGA GENESIS



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**THE ADVENTURES OF BATMAN & ROBIN***Level Skip*

To skip the level you're currently on, press **START** to pause, then press **B**, **A**, **Down**, **B**, **A**, **Down**, **Left**, **Up**, **C**. ("BAD BAD LUC".)

**AERO THE ACRO-BAT***Level Select*

Press **C**, **A**, **Right**, **Left**, **C**, **A**, **Right**, **Left** at the Start/Options screen. Start the game, press **START** to pause and press **Up**, **C**, **Down**, **B**, **Left**, **A**, **Right**, **B**. While the game is still paused, hold **A** and **C** simultaneously to get the level-select menu.

*Infinite Stars/No Collisions*

Press **Left**, **Right**, **A**, **B**, **C**, **Left**, **Right**, **Up**, **Down**, **Left**, **Right** at the level-select screen. "Infinite Stars" also lets you fly; just throw a star and press **Up** simultaneously.

**AFTER BURNER (32X)***Arcade Mode*

When the Sega logo appears, hold **A** + **C** and hit **START** on Controller 2. You'll hear a voice say, "Get ready!" and the words "Insert Coins" will appear at the title screen instead of "Press Start". Now you're in Arcade Mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Note that you can't access the option menu in Arcade Mode; if you need to do so, just set the options first, then wait for the demo to return to the Sega logo before entering the code.

**AFTER BURNER II***Auto-Fire*

Hold **A** + **B** on Controller 2 and press **START** on Controller 1. Now your main weapon will be equipped with rapid-fire without you even having to press a button.

**ALADDIN***Stage Skip*

During the game, press **START** to pause, then press **A**, **B**, **B**, **A**, **A**, **B**, **A** to warp to the end of the current stage.

*Cheat Menu*

Choose "Options" at the title screen, then press **A**, **C**, **A**, **C**, **A**, **C**, **B**, **B**, **B** at the options menu. You'll be sent to the debug menu, with options for invincibility, stage-skipping and more.

**ALIEN 3***Stage Skip*

At the "Options" screen, press **C**, **Up**, **Right**, **Down**, **Left**, **A**, **Right**, **Down** on Controller 2. Now start the game, and when you want to skip to the end of the current stage, press **START** to pause, then press **C**, **A**, **B** and unpause.

**ALIAS DRAGOON***Cheat Mode*

After the Sega logo disappears from the screen, press and hold **A**. When the words "Produced by Game Arts" disappear from the screen, release **A** and hold **B**. When the words "Associated with Gaimax" disappear from the screen, release **B** and hold **C**. When the words "Music Composed by Menaco Associates" disappear from the screen, release **C** and press **START**. Now you can do the following tricks with Controller 2 while the game is in progress:

- Stage Skip—Press **C**.
- Warp to Stage 1—Press **C**, then press and hold **C**.
- Warp to Stage 2—Press **C**, then press and hold **B**.
- Warp to Stage 3—Press **C**, then press and hold **B** and **C**.
- Warp to Stage 4—Press **C**, then press and hold **A**.
- Warp to Stage 5—Press **C**, then press and hold **A** and **C**.
- Warp to Stage 6—Press **C**, then press and hold **A** and **B**.
- Warp to Stage 7—Press **C**, then press and hold **A**, **B** and **C**.
- Warp to Stage 8—Press **C**, then press and hold **START**.

Refill Damage Meter—Press **A** on Controller 2, then hold **Up** on Controller 1 and press **B** on Controller 2.

Increase Thunder Magic—Press **A** on Controller 2, then hold **Left** on Controller 1 and press **B** on Controller 2.

Increase Magic Level/Hit Points of Friend—Press **A** on Controller 2, then hold **Right** on Controller 1 and press **B** on Controller 2.

To pause the game for frame-by-frame slow motion, Press **A** on Controller 2, then tap **A** for each frame. To deactivate slo-mo, press **B** on Controller 2.

**ALTERED BEAST***Continue*

When you run out of lives and the game ends, wait for the title screen to appear, hold the **A** button and press **START** to continue at the stage where you died.

*Beast Select*

At the title screen, point the D-pad in the Down/Left position, hold **A** + **B** + **C** and press

**START**. A menu will appear that allows you to choose which beast you want to transform into during each of the game's five stages.

*Stage Select + Cheat Menu*

At the title screen, hold **B** and press **START**. A menu will appear that allows you to choose a starting stage as well as adjusting the game's difficulty, health meter and number of lives. Once you've set the options, press **START**; when the title screen appears, hold **A** and press **START** to warp to the chosen stage.

*Sound Test*

At the title screen, point the D-pad in the Up/Right position, hold **A** + **C** and press **START**.

**ARCUS ODYSSEY***Act 8 Passwords for All Characters*

Jedda Chef—K J C B H N I Y X R  
Bead Shira—K R O D E 2 I Z X 5  
Diane Fireya—I J X B U 2 J O O H B  
Erin Gashuna—H J K B Q Y I Z P K

**ARNOLD PALMER TOURNAMENT GOLF***Hidden Game*

Hit the ball 100 times on the first hole without landing on the green; the game will end. At the Game Over screen, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**. You can play a limited version of Fantasy Zone until you reset the game.

*New Improved Caddy*

Enter fffffffffffflffff9999999999999999 at the password screen for a more experienced caddy.

*Hit the Ball Long Distances*

Enter your name as EVE.

**ARROW FLASH***Invincibility*

At the option menu, change the "Arrow Flash" setting from "Stock" to "Charge". After the story demo, wait for the gameplay demo to begin, then press **START** and begin the game. Now whenever you hold the **C** button for five seconds, you'll be invincible for 10 minutes.

**ASTERIX & THE GREAT RESCUE***Level Passwords*

Level 2—I N S U L A  
Level 3—C O N D O R  
Level 4—V I E N N A  
Level 5—A V A L O N  
Level 6—D U L C I S

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**BARKLEY: SHUT UP AND JAM!***Passwords*

3MJK 1VZ3  
3MGH 2VW9  
3MRQ 2X9M  
3MNP 21?N  
3MST 2161  
3MBC 2208

**BARKLEY: SHUT UP AND JAM! 2***Break the Backboard*

You must execute three "hanging jams" without your opponent scoring. Next, perform a "Super Jam" by hitting **A**, then **C** + **D-pad** in the direction of the hoop.

*Monster Dunk*

You must be fully "juiced" on the "juice bar". Then, execute a Super Jam (**A**, then **C** + **D-pad** in the direction of the hoop) from the opposite end of the court.

*All-Barkley Code*

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and hit **B** three times. When you resume, all players on the court will be Sir Charles.

*Play as Barkley's Teammates*

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and follow the instructions below to play as any of Barkley's teammates:

Blade—Highlight **QUIT** and press **A** three times

Dolemite—Highlight **QUIT** and press **A** four times

Hamma—Highlight **QUIT** and press **A** five times

Jim-Pak—Highlight **QUIT** and press **A** six times

Pauly—Highlight **QUIT** and press **A** seven times

Shuga—Highlight **QUIT** and press **A** eight times

Spider—Highlight **QUIT** and press **A** nine times

Bongo—Highlight **QUIT** and press **A** ten times

*Mirror Match*

In Exhibition Mode, press **START** to pause and highlight **QUIT**, then press the **C** button three times. When you resume, your opponents will be your twins.

*Play as Sir Charles in Tournament Mode*

If you win the tournament by going 8-0 and score a triple-double during the last match, a "Continue" message will appear. Answer YES to start over as Charles Barkley (Tournament Mode only).

**BATMAN***Unlimited Men*

In Level 3, at the far-right end of the museum's first level is a 1-Up; grab it and jump on to the rising platforms. When you reach the third platform or until the screen starts to scroll up, jump back down and the 1-Up should be there again.

**BATMAN: RETURN OF THE JOKER***Passwords*

Level 2-2—N W K L  
Level 3-1—L G Z Q  
Level 3-2—G P T W  
Level 4-1—G N K F  
Level 4-2—K H C N  
Level 5-1—Q G V N  
Level 5-2—W B Z T  
Level 6-1—F H G  
Level 6-2—C K Q G



## Genesis tips



All Weapons & Ammo  
Pause the game. Press Up, A, C and MODE.

### DRAGON'S FURY

#### Cheat Password

Enter the password "DEVILCRASH" to start with eight balls instead of the usual three.  
Change the Music

Enter the password "OMAKEBGM01" to play with different background music. Change the number at the end of this password to any number from "00" to "04" for one of five different tunes.

*Start With 99 Balls and 13 Million Points*  
Enter the password "UFELEFO78TL".

### DRAGON'S REVENGE

#### Passwords

Stage 1—L S R C I E 8  
Stage 2—C S A B M J M  
Stage 3—D S I 3 6 K R  
Stage 4—E T T S 8 D L  
Stage 5—F T 4 3 8 X R  
Stage 6—H V 5 3 9 S S

### DUNE: THE BATTLE FOR ARRAKIS

#### Atreides Passwords

2) Diplomatic  
3) SpiceDance  
4) EternalSun  
5) DefHunter  
6) FairMentat  
7) ASHLIKENNY  
8) SonicBlast  
9) DuneRunner  
Harkonnen Passwords  
2) Demolition  
3) SpiceSatyr  
4) BurningSun  
5) DarkHunter  
6) EvilMentat  
7) YS JOEBWAN  
8) Devastator  
9) DeathRuler  
Ordos Passwords  
2) Domination  
3) SpiceSaber  
4) ArrakisSun  
5) ColdHunter  
6) WilyMentat  
7) SlyMelanie  
8) StealthWar  
9) PowerCrush

### DUNGEONS & DRAGONS: WARRIORS OF THE ETERNAL SUN

#### Special Option Menu

When the Sega logo appears at the start of the game, hold the START button on Controller 2 and quickly press Down, B, Right, Up, C, Left, A on Controller 1. If you finish the sequence before the *Warriors of the Eternal Sun* logo appears, you should hear a chime to confirm. Now start the game, press START and access the Options menu. You should find a new menu option called "Specials"; this allows you to access a sound test and give your characters extra gold whenever they need it.

### DYNAMITE DUKE

#### Secret Cheat Menu

At the title screen, press START for the option mode to appear. Then press C ten times and the START button to enter the cheat screen.



### EARTHWORM JIM

#### Weapon Power-Up (once per level)

Pause the game and press A, B, B, C, A, C, C.  
Energy Refill (once per level)

Pause the game and press A, C, C, A, B, B, A, C.

Skip to Level 2

Pause on Level 1 and press Left, Right, A, B, C, Left, Right, A.

#### David Perry's Private Cheat Mode

With the game paused, press A + Left, B, B, A, A + Right, B, B, A. This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark or scroll around to look at the entire game map.

#### Plasma Recharge

Pause the game and press C + Down, A, B, C, A, B, A, C. Jim will say "Cheater! Plasma!" Unpause the game for nine plasma shots. Hold your plasma shots as much as you want.

#### Extra Continue

Pause the game and press A, B + Left, A, B, A, B, C, A. Jim will say "Cheater!" Unpause the game for an extra end-of-game continue. You can only do this once.

#### Extra Jim

Pause the game and press B + Up, B, A, C, A, A, A. Jim will say "Cheater! Whee Doggy!" Unpause the game for an extra Jim. Repeat this code as much as you want.

### EARTHWORM JIM 2

#### Super Cheat Code

During the game, press the START button to pause, then enter the following code while the game is paused: A, C, C, A, B, A, B, Left. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press A or B to toggle each menu item.

#### Secret Move

To trigger the Manta shield, just press Up + A + B. This move makes Jim invincible for a few seconds.

#### Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."

#### Cheat Codes

To enter any of the following cheats, just press START to pause the game, then enter the code and unpause. Each code consists of eight steps. Note that the codes marked with an asterisk (\*) can only be done once per level—these are the ones you give to your little brother when you don't want to totally ruin the game for him. Other code comments:

- The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press A to make Jim reappear.

- The codes that give you extra meal worms will only work in the stages that require them; namely, "The Villi People", "Inflated Head" and "Hammer Head".

- The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of you if you've left it behind.

Bright "Pause" Screen—A, A, A, B, B, B, B, B, Right

Warp to End of Game—C, A, C, B, A, A, Up Invincibility—A, A, A, Left, Right, Right, Left

Map View Mode—A, C, B, A, B, Up

Energy Refill \*—A, B, C, A, B, C, A, B

Energy Refill—A, B, C, A, B, C, A, A

Ammo Refill—C, B, B, A, C, B, A

Extra Life \*—A, B, C, C, A, C, A, A

Extra Life—A, B, C, C, A, A, B

Extra Continue \*—A, A, C, C, B, A, Left, Left

Extra Continue—A, A, C, C, B, A, Left, Right

10 Extra Meal Worms—C, A, C, A, C, A, C, A

10 Extra Meal Worms—C, A, B, A, B, A, C, A

81 Meal Worms—A, B, C, B, A, B, B

Mega Plasma Gun—C, C, C, A, A, A, B

3 Finger Gun—C, C, C, A, A, A, C

Homing Missiles—C, C, C, A, A, B, A

Barn Blaster—C, C, C, A, A, B, C

Bubble Gun—C, C, C, A, A, B, B

Bomb Teleport—C, A, B, C, A, B, Up

Warp to "Lorenzen's Soil"—A, C, C, B, B, A, A

Warp to "Puppy Love 1"—C, C, C, C, C, A, A

Warp to "The Villi People"—A, B, C, C, Up, C, Left, Right

Warp to "The Flyin' King"—C, B, C, Left, Right, Left, A, B

Warp to "Puppy Love 2"—Left, Right, B, C, C, Left, Right, A

Warp to "Udderly Abducted"—Down, A, C, Left, Right, Down, A, C

Warp to "Inflated Head"—B, B, C, A, B, C, Left, Right

Warp to "ISO 9000"—A, B, C, Right, Right, Right, Right, Right

Warp to "Puppy Love 3"—Right, Right, A, B, C, Left, Right, A

Warp to "Level Ate"—C, C, Down, Down, A, Right, Right, Left

Warp to "See Jim Run—Run Jim Run"—B, B, C, Left, Left, Left, Left, Right

### ECCO THE DOPLIN

#### Super Cheat Menu

Start the game and move Ecco left and right. Press START to pause while Ecco is turning—you have to catch him while he's facing you. Next, press Right, B, C, B, C, Down, C, Up. A cheat menu appears, offering such options as

stage select, sound test, message test, invincibility and more.

#### Invincibility

Input a valid password, press START, and wait for the screen that shows the name of the current level with your password. Press and hold A and START, and hold those buttons down until Ecco appears on the screen. Press START to unpause, and you'll be invincible.

### EL VIENTO

#### All the Magics

Press START to pause the game, then press Up, Left, Right, Down, C. Repeat this sequence five more times.

#### Slow-Motion

Press START to pause the game, then press Up, Left, Right, Down, A.

#### Stage Skip

Press START to pause the game, then press Up, Left, Right, Down, B to skip stages, advancing to the next one.

#### "Color Bar" Test Pattern

Press A, B, C and START when the Wolfteam logo appears on the screen.

### ESPN NATIONAL HOCKEY NIGHT

#### Extra Teams

Press Left, Right, C, A, B, B at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.

#### Brutal Menu

The code C, Right, B, Right, C, Right lets you have two more options when you "Turn Up the Heat."

#### Pong

The code B, C, C, C, Up, Down lets you play Pong using hockey players as paddles.

#### Octopong

A, C, B, Up, Right, Up adds some variation to the simple Pong code, by turning the Octopus into a puck.

### EVANDER HOLYFIELD'S REAL DEAL BOXING

#### Green Boxer Password

At the title screen, choose Career mode and start a new career. Enter "The Beast" as your fighter's name and press START.

#### Easy TKO

Stay close to your opponent and alternate between left and right hooks. The match will stop and you'll win on a TKO.

#### Win Without Fighting

Play as "The Beast." Wait until the Beast has raised his hand and the crowd has cheered. When the camera scrolls and isn't pointing to either boxer, press START, then choose to quit. At the training screen, you'll see that you have won the fight.

### EX-MUTANTS

#### Cheat Menu

Go to the "Options Screen" and set the "Music" to 05 and the "Sound FX" to 21. Highlight "Exit," then press and hold A, B and C while pressing START.



### F-15 STRIKE EAGLE II

#### Hidden Re-Supply Option

Choose "See Credits" from the "Options" menu. At the credit screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up. Start the game to find a new option called "Re-Supply." Use it to boost your weapons, fuel and decoys back to the maximum.

### F-22 INTERCEPTOR

#### United States Passwords

Mission 05—1 5 G 0 M A

Mission 10—1 T G 1 U I

Mission 15—3 9 G 5 U

Mission 20—5 1 6 7 Q L

Mission 25—6 H G 9 U J

Mission 26—6 L G A I J

Iraq Passwords

Mission 05—C U G O 1 O

Mission 10—E 2 G 3 A I

Mission 15—E U G 7 M S

Mission 20—F I K B 6 I

Mission 25—G I U F U O

Mission 26—G M U H A I

Korea Passwords

Mission 05—8 6 0 1 U 4

Mission 10—8 U 0 5 M V

Mission 15—A 6 0 8 E 4

Mission 19—K N 0 E I N

#### The Aces Challenge Passwords

Mission 01—L J G 0 2 V

Mission 02—L N G 0 6 7

Mission 03—L R G 0 A M

Mission 04—L V G 0 E U

Mission 05—M 3 G 0 1 O

Mission 06—M 7 G 0 U G

Mission 07—M B G 1 6 T

Mission 08—M F G 1 E G

Mission 09—M J G 1 M S

### Mission 10—U 0 5 M V

### Mission 15—A 6 0 8 E 4

### Mission 19—K N 0 E I N

### The Aces Challenge Passwords

### Mission 01—L J G 0 2 V

### Mission 02—L N G 0 6 7

### Mission 03—L R G 0 A M

### Mission 04—L V G 0 E U

### Mission 05—M 3 G 0 1 O

### Mission 06—M 7 G 0 U G

### Mission 07—M B G 1 6 T

### Mission 08—M F G 1 E G

### Mission 09—M J G 1 M S

### FATAL FURY

#### Victory Counter

Choose "Control" from the option menu then highlight the "Point" option. Hold B and set the point value to zero. Do this for both players, then start a two-player "VS." battle. Your point globes will be replaced by counters that show how many rounds you've won.

### FLASHBACK

#### Walk Through Walls

Walk up to a wall in any stage of the game. Turn away from the wall, then hold the A button and point the D-pad away from the wall. The instant you see Conrad start to run, quickly release the A button and point him back at the wall. He should be able to walk through it. Note: This trick might kill you or crash the game.

#### "Easy" Level Passwords

Level 1—P I X E L

Level 2—B E T S Y

Level 3—P A N C H O

Level 4—S T U D I O

Level 5—T O H O O

Level 6—A K A N E

Level 7—I N C B I N

#### "Normal" Level Passwords

Level 1—F A L C O N

Level 2—D A T A

Level 3—M I L O R D

Level 4—Q U I C K E Y

Level 5—B I O U

Level 6—B U B B L E

Level 7—C L I P

#### "Expert" Level Passwords

Level 1—C L I O

Level 2—A C R T C

Level 3—B L U B

Level 4—S T U N

Level 5—M I M O L O

Level 6—H E C T O R

Level 7—K A L I M A

Ending Code—C Y G N U S

### FLICKY

#### Bikini Girl

If you complete the first 10 rounds in under 20 seconds each and get a perfect score in each bonus round, you should have over 240,000 points and a window will appear in the lower left corner of the screen with a girl in a bikini.

### FORGOTTEN WORLDS

#### Extra Continues

When you are about to lose your last life in a one-player game, press START on Controller 2 and continue to play as Player 2. When you are about to lose your last life on the Player 2 side, you can rejoin with Controller 1 and continue to switch players this way to advance further into the game.



### GAIARES

#### Invincibility

Pause the game, then hold A + C + Left on Controller 1. Unpause and you'll be invincible until you finish the level. You can repeat this trick on every level.

#### Stage Select

At the title screen, access the Configuration Mode by holding any button and pressing START. Set the B.G.M. to 18, then press and hold A on Controller 2 and exit the Configuration Mode. Press START on controller one and a stage-select option will appear.

#### Weapon Select

Enter the Stage Select code above, then begin the game. During any level, press START to pause, hold Up on the D-pad and press A to select your weapon.

**GALAHAD***Cheat Password*

Enter the password "LTUS" to start at World One with infinite lives.

**GARGOYLES***Secret Messages*

Pause the game at any time and press A, B, Right, A, C, A, then press START to unpause. You'll get a secret message from the creators of Gargoyles. If you pause the game and press A, B, Right, A, C, A, Down, A, then press START to unpause, you'll get another secret message, this time with some funky spheres spinning around the screen. If you're interested in this, you can control the movement of the spheres as follows:

- Press START to pause.
- Press A to change the configuration of the spheres.
- Hold Up to move the spheres closer together.
- Hold Down to move the spheres farther apart.
- Hold A and hold Left or Right to flip the spheres horizontally.
- Hold B and hold Left or Right to flip the spheres vertically.
- Hold C and hold Left or Right to rotate the spheres.

To get out of either "message" screen, hold A + B + C and press START.

*Refill Energy*

Pause the game at any time and press A, B, Right, A, C, A, Down, A, B, then press START to unpause; you'll hear "Segal!" and your energy meter will be refilled.

*Fireball Trick*

Pause the game at any time and press A, B, Right, A, C, A, Down, A, B, Right, then press START to unpause; you'll hear "Segal!" to confirm the code. Now you can throw fireballs by pressing the A button.

*Stage Skip*

Pause the game at any time and press A, B, Right, A, C, A, Down, A, B, Right, A; you'll hear "Segal!" and you'll immediately skip to the next stage.

**GENERAL CHAOS***Secret Cheat Mode*

Pause the game. Press and hold buttons A and B on Controller 1 and button C on Controller 2 at the same time; you'll hear a bubbling sound. Now, while paused, you can access the following features:

*Maximum Medics*

Press and hold A and C on Controller 1 and B and Down on Controller 2.

*Battle Advance*

Press and hold A, C and Up on Controller 1 and B on Controller 2.

*Full-Scale War Advance*

Press and hold A, C and Down on Controller 1 and B on Controller 2.

These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands; e.g. for max medics, press A + C on Controller 2 and B + Down on Controller 1.

**GHOSTBUSTERS***Lots of Cash*

Find a safe that's got money in it and is close to the entrance of a maze. Leave the maze with the safe. Enter that maze again and the safe and the money will be there again. You can repeat this procedure until you've got all the money you want.

**GHOULS 'N GHOSTS***Cheat Mode*

At the title screen, press A, A, A, Up, Down, Left, Right while the words "Push Start Button" are flashing; you'll hear a signal to confirm the code. Now you have access to the following cheats during the game:

- Invincibility—Press START during the game to pause, then press A and unpause. Now you're invincible, but you can still die if you fall off the screen. To disable this feature, just pause and press A again.

- Slow Motion—Press START during the game to pause, then hold the B button to play the game in slow-motion, or press C repeatedly to step through the animation one "frame" at a time.

*Stage Select*

At the title screen, press Up, Down, Left, Right while the words "Push Start Button" are flashing; you'll hear a signal to confirm the code. Now press START to access the main

menu. To choose your stage, you must hold specific buttons down when you press START at this menu as follows:

- Stage 1—Hold A and press START.
- Stage 2—Hold Up + B and press START.
- Stage 2-2—Hold Up + A and press START.
- Stage 3—Hold Down + B and press START.
- Stage 3-2—Hold Down + A and press START.
- Stage 4—Hold Left + B and press START.
- Stage 4-2—Hold Left + A and press START.
- Stage 5—Hold Right + B and press START.
- Stage 5-2—Hold Right + A and press START.
- Stage 5-3—Hold Down/Right + A and press START.

Note that holding Up or Down may cause you to highlight different options at this menu screen; just make sure that you've got the correct option highlighted when you press START.

Also note that the stage select code must be entered independently of the "Cheat Mode" code above. If you want to use the cheat mode and the stage-select trick in the same game, enter the cheat mode code first and wait for the game's demo to begin; now you can press START to return to the title screen and choose your starting stage as described above.

**GOLDEN AXE***Stage Select*

At the character select screen, hold the D-pad diagonally in the Down/Left position; the characters will begin to spin. Press B and START simultaneously; a number "1" will appear in the top left corner of the screen. Change this number to select your stage.

*Extra Continues*

As above, hold the D-pad diagonally in the Down/Left position at the character select screen; the characters will begin to spin. Press A and C simultaneously, then press START. You will now have nine continues instead of three.

**GOLDEN AXE II***Stage Select*

Hold A + B + C before powering on the Genesis. After you turn the game on, press START, then release the B and C buttons (but keep holding A). Select "Options" and press B + C simultaneously to enter. Without releasing the A button, move the cursor down to "Exit" and press B + C simultaneously. Keep holding the A button and press B + C together to make your choice of one or two players. Press again to choose a character and—without releasing A—hold Up and press B + C + START simultaneously. Now you can select any round with the A, B and C buttons.

**GREENDOG: THE BEACHED SURFER DUDE***Extra Friesbees*

At any point during gameplay, pause the game and press C, A, B, A, Left, Left, then press START.

*Super Slow Motion*

At any point during gameplay, pause the game and press Down, A, C, Up, Left, Left. To return the game to normal speed, pause and press Left, Right, Up, Down, A, C, then unpause.

**GUNSTAR HEROES***Rotate Logo*

Hold Down on Controller 1 before the Gunstar Heroes logo appears to make it rotate.

**HARD DRIVIN'***Practice Race with Other Cars on the Track*

Play a game normally but intentionally lose. Then go to the option screen and select Practice Mode. There should now be other cars on the track.

**HARDBALL***Fat Pitch*

During a game, substitute the pitcher with another player who is not a pitcher. The new pitcher will throw a special pitch called "FAT."

**HAUNTING STARRING POLTERGUY***Stage Warps*

In the first house, enter the grandfather clock in the dining room by pressing A. While in the clock, press B, C, C, B. Press A again to exit the clock. You'll get 15,000 points and warp to the second house.

In the second house, enter the toilet in the

Jacuzzi Room and press C, C, C, B. You'll get 15,000 points and warp to the third house. In the third house, enter the garage and exit the garage. Press B, C, C, B and exit the garage. You'll warp to the final house and get 45,000 points.

**HERZOG ZWEI***Password*

Final Level—J L O I G L A O K N

**THE INCREDIBLE HULK***Hulk-Out Moves*

These moves work when you achieve Hulk-Out status in the game.

Bear Hug—Grab enemy, then press A.

Pile Driver—Grab enemy, then press A+B.

Shoulder Charge—Forward, Forward, C, Forward.

**THE IMMORTAL***Password*

Final Level—E 0 1 1 F 7 3 0 1 7 8 C 1

**INFECTOR X***Unlimited Continues*

When your game has ended and the timer is counting down, hold the D-pad diagonally in the Up/Left position and press the C button to get an extra continue. This works every time the continue screen appears.

**JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING***Sound Test*

On the game-mode screen, press START on Controller 2. Push Down to select the sound you want, then push A to begin the sound or B to end.

**JAMES POND***Open Exit Door*

Hold C + Left at the title screen and press START. During the game, hold A, B and C and rotate the D-pad to open the Exit Door.

**JAMES POND II—CODENAME: ROBOCOD***Invincibility*

At the beginning of the first stage, there's a ledge with five bonus items. Spell the word "cheat" by picking up the items in the following order: cake, hammer, "Earth" (the globe), apple and "tap" (the faucet). You'll get a sparkling shield that will protect you from harm.

*Power-Up Code*

You can refill your power meter if you spell the word "power" by picking up items in the following order: penguin, oil can, wine glass, Earth and racket.

*Infinite Lives*

In the sports level, spell the word "lives" by picking up items in the following order: lips, ice cream, violin, Earth and snowman.

*Cheat Menu*

At the title screen, hold A + C, point the D-pad in the Down/Left position and press START to access a cheat menu.

**JENNIFER CAPRIATI TENNIS***New Players*

To choose from an all-new line-up of 24 tennis champs, enter the password "GRANDSLAM" (enter a period between the two words and fill up the rest of the password with periods.)

*Secret Configuration Mode*

Input the password "CON FIG" and fill up the rest of the spaces with periods. You'll access a hidden "Configuration Mode" menu.

**JERRY GLANVILLE'S PIGSKIN FOOTBRAWL***Sound Test*

At the title screen, hold A + B + C, then press START at the options screen.

**JOHN MADDEN FOOTBALL***Super Bowl Passwords*

Minnesota vs. Denver—3 4 5 6 7 1 2  
Philadelphia vs. Miami—7 6 7 6 7 6 7  
Los Angeles vs. Houston—7 6 5 4 3 2 1  
San Francisco vs. Miami—7 6 5 1 5 6 7  
Philadelphia vs. Houston—1 7 7 7 7 7 7  
San Francisco vs. New England—1 7 1 7 1 7 1  
Philadelphia vs. New England—6 7 1 2 3 4 5  
San Francisco vs. Pittsburgh—5 6 7 1 2 3 4

Los Angeles at Miami—0 4 7 3 1 7 6  
San Francisco at Denver—0 7 5 1 0 0 0

San Francisco at New England—0 4 3 1 0 0 0

Chicago at New England—0 6 1 3 0 0 0

Philadelphia at Cincinnati—5 5 5 5 5 0 0

Los Angeles at Kansas City—2 4 5 2 3 0 0

Atlanta at Miami—3 4 5 2 3 0 0

New York at Houston—4 4 5 2 3 0 0

Washington at Buffalo—5 4 5 0 0 0 0

Philadelphia at New England—6 4 5 0 0 0 0

Los Angeles at Denver—7 4 5 0 0 0 0

Philadelphia at Denver—7 4 5 0 0 0 0

San Francisco at Houston—6 7 7 0 0 0 0

Atlanta at Pittsburgh—4 7 7 0 0 0 0

Atlanta at Miami—7 7 7 7 7 7 7

Los Angeles at Cincinnati—6 7 7 7 7 7 7

New York at New England—5 7 7 7 7 7 7

Washington at Kansas City—4 7 7 7 7 7 7

Chicago at Pittsburgh—3 7 7 7 7 7 7

Los Angeles at Pittsburgh—2 7 7 7 7 7 7

Philadelphia at Houston—1 7 7 7 7 7 7

Chicago at Denver—0 4 1 5 0 0 0

San Francisco at Buffalo—0 5 3 1 5 0 0 0

Minnesota at Buffalo—0 5 3 5 0 0 0 0

**JOHN MADDEN FOOTBALL '92***EASN Bowl Passwords*

(The NFC team is always the home team)

Atlanta vs. Buffalo—C 5 L S 5 H

Atlanta vs. Houston—D 7 2 C 3 S 5 L

Buffalo vs. San Francisco—D W J 4 N L P V

Buffalo vs. New York—B 3 H 2 V 5 N

Chicago vs. Kansas City—B 3 F M K G T

Chicago vs. Buffalo—B 3 F M B F S

Cincinnati vs. San Francisco—C 5 3 6 L L Y

Cincinnati vs. Atlanta—D 8 N D D S O R

Cleveland vs. Washington—C D C H G 5 4

Dallas vs. Oakland—B D N Z Z T R 1

Dallas vs. Buffalo—B P G H 9 N 1

Denver vs. San Francisco—C L B 1 6 8 R X

Detroit vs. Buffalo—B H L 5 0 X B 6

Detroit vs. New Jersey—B 2 9 K H 4 6 4

Green Bay vs. Cincinnati—B P C Y N T 7 8

Green Bay vs. Kansas City—B P C S H G X 4

Houston vs. Washington—B 0 P 2 Z 1 7 8

Indianapolis vs. Chicago—B 0 W H 6 T 2 K

Kansas City vs. Dallas—D W M S 4 M 9 P

Kansas City vs. San Francisco—D W M R W B G

Kansas City vs. Chicago—F C H 2 G 1 B 8

Kansas City vs. New Orleans—D G X N T K W T

Los Angeles vs. Pittsburgh—B H J F G F V R

Los Angeles vs. Houston—C G 6 W D 8 N

Los Angeles vs. Buffalo—C G 6 4 5 Y N

Miami vs. Green Bay—C 2 Z 4 Z S Z S

Miami vs. New York—B 6 K F S M C B

Miami vs. Chicago—B 6 K J B 9 J D

Minnesota vs. Cleveland—C C 5 0 N 7 W 4

Minnesota vs. Seattle—B P K J R X W X

New England vs. New Orleans—D G 1 0 W J C

New England vs. Minnesota—F C K C Y Y J B

New Jersey vs. Washington—C S 4 1 L X 6 8

New Jersey vs. Green Bay—C 2 3 9 P N S T

New Orleans vs. Oakland—D G J V Y W M 3

New York vs. Miami—B T C H R S R X

New York vs. New England—B Z 6 1 7 Z N K

Oakland vs. San Francisco—B H 4 M B J 0 3

Oakland vs. New York—C 2 S R B Y 0 7

Philadelphia vs. Miami—B T G B F 4 9

Phoenix vs. Denver—C 5 T C N Y G V

Pittsburgh vs. Detroit—C Z 9 J M S L

Pittsburgh vs. Chicago—D W N 8 M 0 6 J

San Diego vs. Washington—C 8 X 8 R T 1 V

San Diego vs. Atlanta—C H K 2 3 3 7

San Francisco vs. Buffalo—C 2 T L 4 P 9 4

San Francisco vs. Miami—B D T 1 8 G S F

San Francisco vs. Kansas City—C C 7 C D V L S

Seattle vs. Minnesota—B L T F 5 7 X

Seattle vs. New Orleans—D 5 K T 9 L W W

Tampa Bay vs. Buffalo—C K 5 G V 7 7

Tampa Bay vs. Cincinnati—D N B S 1 K M B

Washington vs. Cincinnati—F B 1 6 W J W P

Washington vs. Buffalo—B 8 4 R 0 3 C S

**THE JUNGLE BOOK***Extra Stuff/Warps*

Each of these codes must be entered while the game is paused.

• Press Up, Down, Left, Right, Left, Right, B, A to reset the timer, health meter and weapons supplies.

• To warp to Shere Khan, press A, C, A, C, A, B, B, B, B.

• To reset the timer so that you only have 10 seconds left, press A, B, B, A, A, B, B, A.

• Punch in Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down. The game will reset; when you restart, all of the characters will be upside down.

• Start next to Baloo by pressing B, A, L, U, U.

• Start next to Kaa by pressing C, A, A, B, C, A,



## A.

• Try A, B, B, A, C, A, B, several times to change the screen into different colors. The last color in the series will be blood red!

• To skip to the next level, press B, A, A, B, B, A, B, A, B, B, A, B, A. You'll be able to see all of the levels in the game.

• To see the end of the game, enter the code B, A, Down, C, A, Right, Left, A, Right, Down.

• To start next to King Louie, press Left, Up, A, Left, Up, A.

• To start next to the Witch Doctor Monkeys, type in Right, A, Down, B, A, Down.

## Debug Menu

On the first level, run all the way to the right until you reach the briar patch. You'll know you're there when you see Mowgli recoil at the edge of the precipice. Jump into the canyon, but pause the game right before you're about to die. With the game paused, enter the code B, A, Down, C, Right, A, B, Left, A, Right, Down, B, A, Left, Left, C, Up, Right, Left. The screen will immediately change to the Debug Menu, with a level select and eight different debug features, including invincibility, "Solid Floor" (which keeps you from falling off the screen) and "Single Gem Mode," in which you need just one gem to complete a level.

## JORDAN VS. BIRD: SUPER ONE-ON-ONE

### Extra Time

Press START to pause the game when the clock reaches 00:00 in the timed "One-on-One" mode, then press A to call a timeout. The game will continue with 36 minutes on the clock.

## JURASSIC PARK

### Super Cheat Mode

Enter the password "NYUKNYUK". Press START and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Exit from the password screen, or enter any valid password to start the game. Press the B button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold A on Controller 2, for slow-motion mode. You can also use the D-pad on Controller 2 to move your character anywhere, even through walls, floors and ceilings.

### Password Trick

Use the following password formula to start on any stage:

J P \_ 0 \_ A R K

Change the parameters of this password by entering different characters in the third and fifth positions. Enter "0" as the third character in the above password to play as Grant, or use "R" to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the above password. Use "1" through "7" for Grant, or "1" through "5" for the Raptor.

### Stage-Select/Sound Test Menu

Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("<" or ">"), then press and hold A, B, C and START one button at a time, in that exact order. The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a hidden stage-select menu with a bonus sound test.

## JUNGLE STRIKE

### Super Cheat Passwords

These codes will start you at any mission with ten lives and all of the co-pilots rescued.

R X V W T 7 4 5 6 K B —Campaign 2

9 W T 7 N L 6 M H B V —Campaign 3

X N 7 L 4 S H P G 9 4 —Campaign 4

V L 4 5 6 M G C Z V H —Campaign 5

W S 6 M H P Z J F T Z —Campaign 6

T M H P G C F D Y N —Campaign 7

7 P G C Z J Y K 3 4 X —Campaign 8

N C Z J F D 3 B R 6 7 —Campaign 9



## KID CHAMELEON

### Warp to Final Boss

Play through the game until you reach the end of the second stage (Blue Lake Woods II). Instead of touching the flag to complete the level, jump up and stand on top of the last "P" block, the one just above the flag. While standing on the block, hold Down to crouch,

then press and hold the Jump and Special Weapon buttons (B and C in the default control configuration). Release the D-pad—but not the buttons—then point the D-pad diagonally in the Down/Right position. The level will end and you'll be warped to the final level, "Plethora."

## KRUSTY'S SUPER FUN HOUSE

### Level Codes

W H O M A M A —Stage Two

F L A N D E R S —Stage Three

B R O C K M A N —Stage Four

S I D E S H O W —Stage Five

S M A I L L I W —Infinite Lives/All Doors Unlocked



## LAKERS VS. CELTICS AND THE NBA PLAYOFFS

### Start Playoffs with a Three-Game Lead

Enter LGQ HK for the fourth game between the Celtics and the Spurs.

### Start with Game 1

Enter T#6 CGK for a game between the Pistons and the Lakers.

## LAST BATTLE

### Continue

When you lose your last life and the words "Legend of the Final Hero" appear, hold A + B + C and press START to continue on the stage where you died.

## THE LAWNMOWER MAN

### Cheat Code

On any of the platform levels, press START to pause the game, then press Up, Right, A, B, A, Down, Left, A, Down. Unpause the game to complete the sequence. With that code in place, pause the game again. To skip to the next level, press B. To access a cheat menu—with invincibility, multiplier and stage-select options—press C. With the code in place, you can use these cheats on any stage, not just the platform levels.

## LIGHTENING FORCE

### 99 Ships

When "Press Start" appears on the title screen, press A and START together to bring up the Configuration screen. Set the number of ships to 0. Start the game and you've got 99 ships.

### Full Power

Pause the game during play and enter the following code: Up, Right, A, Down, Right, A, C, Left, Up, B, and Up. Press START and all weapons will be available to you.

## LOTUS II

### Hidden Pod Game

At the set-up screen, change the name of Player One (not the password box) to "POD PLEASE" and press B. Now start the game and you'll warp to a hidden shoot-'em-up for one or two players.

## LOTUS TURBO CHALLENGE

### Password Cheats

If you enter "MANSELL" as your password, you'll always advance to the next stage. The password "SLUGPACE" will give you a super-powered Lotus with a top speed of 176 mph.



## M1 ABRAMS BATTLE TANK

### Invincibility

During the game's demo sequence, press B, B, C, B, C, C, B, C, B, C. Now when you start the game, you will not take any damage from hits, but your gas gauge will still decrease.

## MADDEN NFL 96

### Secret Teams

There are dozens of hidden teams in the game; most of them are classic NFL and AFL line-ups, some are all-pro squads and several are teams from the little-known World League of American Football. To find them, simply access the "Team Selection" screen and enter one of the following codes. The cheats work for either team, so—if for example—you wanted to pit the '76 Vikings against the '95 Barcelona Dragons, you'd just put the NFL cursor on the left side, enter the Vikings code, then move the cursor to the right and enter the Dragons code. All codes are entered with the A, B and C buttons.

A A B B B C A —'80 Atlanta Falcons

A A C B A C C —'70 Baltimore Colts

A A C A A B A —'68 Baltimore Colts

A A C B B C —'65 Cleveland Browns

A A C C A C B —'93 Buffalo Bills

A B A A A A A —'92 Buffalo Bills

A B A B B B C —'91 Buffalo Bills

A B A C A C A —'90 Buffalo Bills

A B C C A B C —'73 Buffalo Bills

A C A C C A C —'85 Chicago Bears

A C B A C B C —'77 Chicago Bears

A B B B B A —'66 Chicago Bears

A B B C A C B —'63 Chicago Bears

A B B C C B —'88 Cincinnati Bengals

A B C A C A A —'81 Cincinnati Bengals

A B C B A C —'93 Dallas Cowboys

A B C C A B —'92 Dallas Cowboys

A B C C C A —'78 Dallas Cowboys

A C A A B C —'77 Dallas Cowboys

A C A B B A —'75 Dallas Cowboys

A C A C A B —'71 Dallas Cowboys

A C A C C B —'70 Dallas Cowboys

A C B A C B —'89 Denver Broncos

A C B B A C —'87 Denver Broncos

A C B C A A C —'77 Denver Broncos

A C B C C B —'62 Detroit Lions

A C C A B C —'67 Green Bay Packers

A C C B A C —'66 Green Bay Packers

A C C C A A B —'80 Houston Oilers

A C C C C B A —'69 Kansas City Chiefs

B A A A B C —'66 Kansas City Chiefs

B A A B A C —'62 Dallas Texans

B A A C A A —'90 Los Angeles Raiders

B A A C C A —'83 Los Angeles Raiders

B A B B B A —'80 Oakland Raiders

B A B B A C —'76 Oakland Raiders

B A B C C C —'67 Oakland Raiders

B A B C C A —'91 Los Angeles Rams

B A C A B A —'84 Los Angeles Rams

B A C B A B —'79 Los Angeles Rams

B A C B C C —'68 Los Angeles Rams

B A C C C A —'84 Miami Dolphins

B B A A B A —'82 Miami Dolphins

B B A B A B —'73 Miami Dolphins

B B A B C C —'72 Miami Dolphins

B B A C B C —'71 Miami Dolphins

B B B A B A —'76 Minnesota Vikings

B B B A B A —'74 Minnesota Vikings

B B B C C B —'73 Minnesota Vikings

B B B C B C —'69 Minnesota Vikings

B C B A A B —'85 New England Patriots

B C B C B A —'76 New England Patriots

B C C B C A —'90 New England Patriots

B C C C B C —'89 New England Patriots

B C C C C A —'91 New England Patriots

B C C C C B —'92 New England Patriots

B C C C C C —'93 New England Patriots

B C C C C D —'94 New England Patriots

B C C C C E —'95 New England Patriots

B C C C C F —'96 New England Patriots

B C C C C G —'97 New England Patriots

B C C C C H —'98 New England Patriots

B C C C C I —'99 New England Patriots

B C C C C J —'00 New England Patriots

B C C C C K —'01 New England Patriots

B C C C C L —'02 New England Patriots

B C C C C M —'03 New England Patriots

B C C C C N —'04 New England Patriots

B C C C C O —'05 New England Patriots

B C C C C P —'06 New England Patriots

B C C C C Q —'07 New England Patriots

B C C C C R —'08 New England Patriots

B C C C C S —'09 New England Patriots

B C C C C T —'10 New England Patriots

B C C C C U —'11 New England Patriots

B C C C C V —'12 New England Patriots

B C C C C W —'13 New England Patriots

B C C C C X —'14 New England Patriots

B C C C C Y —'15 New England Patriots

B C C C C Z —'16 New England Patriots

B C C C C A —'17 New England Patriots

B C C C C B —'18 New England Patriots

B C C C C C —'19 New England Patriots

B C C C C D —'20 New England Patriots

B C C C C E —'21 New England Patriots

B C C C C F —'22 New England Patriots

B C C C C G —'23 New England Patriots

B C C C C H —'24 New England Patriots

B C C C C I —'25 New England Patriots

B C C C C J —'26 New England Patriots

B C C C C K —'27 New England Patriots

B C C C C L —'28 New England Patriots

B C C C C M —'29 New England Patriots

B C C C C N —'30 New England Patriots

B C C C C O —'31 New England Patriots

B C C C C P —'32 New England Patriots

B C C C C Q —'33 New England Patriots

## MARIO LEMIEUX HOCKEY

### Change Team Skills

Enter the password "ABRA CADA BRA2" and press START—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press START. Choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, you can press Up or Down on the control pad to highlight any skill of your team or your opponent's team, and press A or B to change that skill.

### Play on Black Ice

Enter the password "CEME NTBL ADES" and press START—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press START. Start the game, and you'll be playing on dark-colored ice.

## MEGA BOMBER

### Stage Passwords

Area 1: Jammin' Jungle

Stage 2—6 8 0 0

Stage 3—5 1 2 0

Boss—7 4 2 0

Area 2: Vexin' Volcano

Stage 1—4 5 0 1

Stage 2—8 1 1 1

Stage 3—7 4 2 1

Stage 4—1 0 5 1

Boss—3 3 5 2

Area 3: Slammin' Sea

Stage 1—4 5 0 2

Stage 2—8 1 1 2

Stage 3—9 7 2 3

Stage 4—3 3 5 3

Boss—5 6 5 3

Area 4: Crankin' Castle

Stage 1—6 8 0 3

Stage 2—0 5 1 3

Stage 3—9 7 2 3

Stage 4—3 3 5 3

Boss—5 6 5 3

Area 5: Thrashin' Tundra

Stage 1—8 1 1 4

Stage 2—2 8 1 4

Stage 3—1 1 3 4

Stage 4—5 6 5 4

Boss—7 9 5 4

Area 6: Cruisin' Comet

Final Stage—0 5 1 5

## MEGA TURRICAN

### Stage Skip

Pause the game, press Right, Left, Down, Right, B and unpauses.

### Unlimited Power

Pause the game, press A, A, B, B, A, A, and START.

Press START to pause the game, then press Up, Up, Down, Down, Left, Right, Left, and Right on the D-pad. Then press A and B. Unpause the game. When you push forward, your character moves backward.

### Previous Level

Pause the game, press Right, Left, Down, Right, A. When you unpause, you'll return to the previous level.

## M.E.R.C.S.

### Faster, Smarter Enemies

Highlight Original Mode at the options screen, hold A, B and C and press START.

## MICHAEL JACKSON'S MOONWALKER

### Become the Robot

In each of the following cases, the child hostage noted must be the first one rescued when you reach that level.

In level 2-2 go to the top of the garage, and rescue the only child up there, or...

In 2-3 get in the elevator, and go up one floor. Now rescue the child on that floor to get the shooting star, or...

In 3-3 go to the left side of the waterfall. Look straight up and rescue the child above you.

## MICKEY MANIA

### Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think....". Now highlight the EXIT option and hold the D-pad to the Left for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

## MICKEY MOUSE IN CASTLE OF ILLUSION



enough, when you go back to the left, the bag will reappear. Each time you pick the bag up, you'll receive 1,000 points and extra marbles (up to 30). Don't forget about the vines in the second part of Level 1-1. As long as you're on the vine, you're invincible, so you can swing on the vine and get all the points you want and up to ten men. You'll average about 95,000 points an hour.

#### MICRO MACHINES

##### Super Cheats

Press **B**, Down, C, Down, Up, Down, Left, Down while the game is paused to earn infinite lives.

Press Up, Down, A, B, Left, Right, C while paused for a faster vehicle; you'll notice a higher top speed.

Press Left, Right, Left, Right, Up, Down, START, Down while paused for a higher difficulty level.

Press Left, Down, Up, Down, Right, Down, A, Down while paused for a much higher difficulty level.

Press A, Up, B, Down, C, Left, START, Right while paused for extra traction/better handling.

Press C, Up, Left, Right, A, B, A, C while paused to give you extra crash power. (When you crash into another car you'll send it halfway across the screen.)

#### MIG-29

##### Super Password

W E X B J O I S G I T T E S—Access to all missions, including Iron Hand and White Pegasus

#### MIGHT & MAGIC—GATES TO ANOTHER WORLD

##### Secret Cheat

Choose "View Character" from the non-combat menu. When the screen says "View Which?", press and hold Left, A and C, then release all three buttons at once. When the character menus come up, press Left repeatedly; you'll start to see stats for a lot of strange characters with incredible weapons and armor. If you make these weird characters trade their treasures to the members of your party, you'll be able to get tons of important items quickly and easily. You can earn quick experience points by accepting the knight's quest—since you'll probably have immediate access to the weapon he asks for—and you can sell the unused weapons for plenty of gold.

##### Free Food

Choose the "Share" option from your command menu and select "Food". After repeating this several times, your entire party's food supply will increase.

#### MIKE DITKA POWER FOOTBALL

##### Punt Trick

On offense, choose "punt" at the play selection screen; then, as your players are lining up on the field, press START and go to the "Substitutions" menu. Replace your punter with a fast player—one with a speed rating of 80 or more—and return to the game. When the ball is snapped, head for the left or right sideline and take off running. When you get 15 or 20 yards past the line of scrimmage, all of the players on the opposing team will freeze like ghostly statues—you can run all over the field and walk right through them. In a two-player game, the player who is being controlled by your opponent will be the only one who can move.

##### Passwords

Conference Title: Washington vs. Atlanta—t j F 1 L 4

World Championship: Washington vs. New York—t j F 1 M 0

Conference Title: Miami vs. Cleveland—x j P 1 D m

World Championship: Miami vs. San Francisco—x j P 1 E i

#### MLBA SPORTSTALK BASEBALL

##### Easy Out

If the computer team has men on second and third or bases loaded, press the B button and throw the ball to third base, then quickly throw to first. You'll see the runners take off—but the man on second takes so long to get back to the base that you can always pick him off.

#### MORTAL KOMBAT

##### Fatalities

When the screen says "Finish him!", quickly

enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down Johnny Cage—Forward, Forward, Forward, A Kano—Back, Back, A

Rayden—Forward, Back, Back, Back, A Sub-Zero—Forward, Down, Forward, A Sonya—Forward, Forward, Back, Back, START (Block)

Scorpion—Up, Up (easier if you hold Block) Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". Now look at the moon in the background; if there is a shadow of any kind flying in front of the moon, follow these steps: You must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile. If there is no shadow flying in front of the moon, you cannot reach Reptile. The "Super Cheat Code" below can help you; turn on Flag 2 at the cheat menu to guarantee a shadow in front of the moon on the Pit stage.

##### Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions, etc. Press A, B, A, C, A, B, B. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

##### Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing Down, Up, Left, Left, A, Right, Down. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press START; you'll get a hidden configuration menu with new options as follows:

- Fighter 1/fighter 2—Control what characters will be seen in the "Demo" mode (see below).
- Plan Base—Fight your opponents in a predetermined order in the 1-player mode.
- Chop-Chop—Allows you to choose which materials you'll be shattering in the blocking Bonus round; this only works when you enter the Bonus stage from this cheat menu by choosing "Chop-Chop" under the "Demo" option.
- 1 Play Chop/2 Play Chop—These numbers determine the frequency with which the Bonus stage appears during the game. Choose "1" to make the bonus stage appear after every battle or "6" to stall it for six battles. "0" disables the Bonus stage entirely.
- Demo—This option will show you different sequences from the game; just pick a scene and press the A button to view it.
- FLAGO/FLAG1—Player 1 and/or Player 2 starts each round in "Danger" mode; one hit and you're dead.
- FLAG2—Guarantees a shadow in front of the moon on the Pit stage.
- FLAG3—Changes the moon shadow into the head of Fergus McGovern of Probe Software.
- FLAG4—Gives you Reptile hints before every battle.
- FLAGS—Gives you infinite credits.
- FLAG6—The computer does fatalities on you in one-player mode.
- FLAG7—Locks in the background at the Palace Gates stage all the way up to the endurance match.
- Blood On—Turns on the blood effects and arcade fatalities.
- Cheat On—Turns this "Off" to deactivate all of the flags simultaneously; otherwise, leave it in the default "On" position.
- 1st Map—Use this to select the starting scenario or background. If you choose to start at the Pit, you will always get a shadow in front of the moon, which makes it easier to find Reptile.

#### MORTAL KOMBAT II

##### Test Modes

At the options menu, put the cursor on "DONE!" and press Left, Down, Left, Right, Down, Right, Left, Left, Right, Right. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more.

#### Fergality

At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press Away, Away, Away, Block. That weird character is Fergus McGovern of Probe Software, developer of the Genesis version of MKII.

#### MORTAL KOMBAT II (32X)

##### Test Modes

At the options menu, put the cursor on "DONE!" and press Left, Down, Right, Right, Down, Left, Left, Left, Left, Right, Right, Right. A new menu option called "Test Modes" will appear, giving you options similar to the Genesis cheat menus described above.

#### MORTAL KOMBAT 3

##### Play as Smoke

When the MK3 logo appears at the beginning of the game and you hear a gong, press A, B, A, Down, A, B, B, A, Down, Up, Up. You'll hear Shao Kahn say "Smoke" and the background color will change from black to blood-red. Now Smoke is a playable character in both the one- and two-player modes.

##### Endurance Mode

At the main menu, highlight the words "Start Game", hold the A and C buttons and press START. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Press START to register for the battle, then use Left and Right on the D-pad to choose a fighter for each box in the line-up. Press B to choose a fighter at random for the current box, or hold Up and press START for a random selection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate.

##### Secret Cheat Menus

At the main menu, press A, C, Up, B, Up, B, A, Down. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game, "Continues" allows you to change the number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the START button.

Also at the main menu, press B, A, Down, Left, A, Down, C, Right, Up, Down. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the START button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is C, Right, A, Left, A, Up, C, Right, A, Left, A, Up, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, bababilities, etc. with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally. (For example: the sequence for Jax's normal Friendship move ends with the LOW KICK button. If you set the "Quick End" option to "Friendships", you can do Jax's Friendship move by simply pressing the LOW KICK button once when the screen says "Finish Him!") The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Motaro as controllable characters—but only in two-player mode. "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance.

#### MUTANT LEAGUE FOOTBALL

##### Passwords

Darkstar Dragons—F M K 3 X Y S L 1 Q  
Deathskin Razors—I C K 1 1 1 1 1 1 H  
Icebay Bashers—2 C K 1 1 1 1 1 1 D  
Killer Konvicts—H G K 1 1 1 1 1 1 J  
Midway Monsters—3 C K 1 1 1 1 1 1 F  
Misfit Demons—J H 1 1 1 1 1 1 G  
Psycho Slashers—G M K 1 1 1 1 1 1 D

Rad Rockers—5 C K 1 1 1 1 1 1 M  
Road Warriors—B D K 1 1 1 1 1 1 J  
Screaming Evils—K L K 1 1 1 1 1 1 L  
Sixty Whiners—C B K 1 1 1 1 1 1 J  
Slaycity Slayers—L J K 1 1 1 1 1 1 M  
Terminator Trolz—M L K 1 1 1 1 1 1 J  
Turbo Techies—N M K 1 1 1 1 1 1 Q  
Vile Vulgars—4 C K 1 1 1 1 1 1 L  
War Slammers—D C K 1 1 1 1 1 2 9  
Kill the Referee  
Press A, C, C as the team lines up.

#### MUTANT LEAGUE HOCKEY

##### Passwords

P B X T T Y P K S Q P 7 B—Playoffs: Liars vs. Slayers:  
G V S L B N 3 J 8 4 X G—Monster Cup Championship: Trolz vs. Bots:  
B C V 6 C M W 7 D N X 8 F—Monster Cup Championship: Things vs. Slammers:  
3 B F L 2 X L B K R R S L—Monster Cup Championship: Lizard Kings vs. Mutant Monsters



#### NBA HANGTIME

##### Secret Power-Ups

Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts.

ABA Ball—Hold Right, press A, B, C  
Rooftop Court—Press Left, Left + B, Left, Left + B

Hawaii Court—Press B, A, Right, Right, A, C, C  
No Drift—Press Down, Down, B, A

Computer Assistance Off—Hold Right, press C, C

In addition to the above codes, the following power-ups can be activated by using the A, B and C buttons to change the numbers at the bottom of the screen as follows:

Tournament Mode—111

Fast Pass—127

Max. Speed—284

No Pushing—390

Hyper Speed—552

Max. Block—616

Max. Steal Ability—709

Max. Power—802

Goaltending Allowed—937

#### NBA JAM

##### Special Guest Players

To access hidden characters, enter your initials as follows.

Mark Turell—Enter MJ, highlight T, hold START and press A.

Sal DiVita—Enter SA, highlight L, hold START and press C.

Jamie Rivett—Enter RJ, highlight R, hold START and press B.

Bill Clinton—Enter AR, highlight K, hold START and press A.

Al Gore—Enter NE, highlight T, hold START and press B.

Dan "Weasel" Feinstein—Enter SA, highlight X, hold START and press C.

Asif "Chow-Chow" Chaudhury—Enter CA, highlight R, hold START and press C.

Tom "Scruff" Rademacher—Enter RO, highlight D, hold START and press B.

Eric "Kabuki" Kuby—Enter QB, highlight ■ (the space character), hold START and press A.

George "P-Funk" Clinton—Enter DI, highlight S, hold START and press C.

##### Secret Power-Ups

Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up."

Show Shot Percentage—Press A, then press and hold A, B and Down until the tip-off.

Juice Mode—Press A 13 times, then press and hold B and C until the tip-off.

Power-Up Intercept—Rotate the D-pad 360° and press the B button 14 times.

Power-Up Defense—Press A five times.

Power-Up Turbo—Press A 13 times, then press and hold A, B and C until the tip-off.

Power-Up Fire—Press B seven times, then press and hold B, C and Up until the tip-off.

Power-Up Dunks—Rotate the D-pad 360° and press the B button 13 times.

#### NBA JAM TOURNAMENT EDITION

##### Secret Character Initial Codes

Suns Gorilla (team mascot)—Highlight "G",

# Genesis tips



Genesis tips

press A; highlight "O", hold START and press B; highlight "R", hold START and press B. Benny (team mascot)—Highlight "B", hold START and press B; highlight "N", press A; highlight "Y", hold START and press C. Hugo (team mascot)—Highlight "H", press A; highlight "G", hold START and press C; highlight "O", hold START and press A. Crunch (team mascot)—Highlight "C", hold START and press A; highlight "R", hold START and press B; highlight "M", press A. Bill Clinton—Highlight "C", hold START and press A; highlight "I", press A; highlight "C", hold START and press B. Hilary Clinton—Highlight "H", press A; highlight "C", hold START and press B; highlight "■" (the space character), press A. Prince Charles—Highlight "R", hold START and press B; highlight "O", hold START and press A; highlight "Y", press A. Heavy D—Highlight "H", hold START and press A; highlight "V", press A; highlight "Y", hold START and press B. Jazzy Jeff—Highlight "J", hold START and press C; highlight "A", hold START and press A; highlight "Z", hold START and press A. Fresh Prince—Highlight "W", hold START and press C; highlight "I", hold START and press B; highlight "L", press A. Larry Bird—Highlight "B", hold START and press A; highlight "R", hold START and press C; highlight "D", hold START and press A. Frank Thomas—Highlight "S", hold START and press B; highlight "O", press A; highlight "X", hold START and press A. Randall Cunningham—Highlight "P", press A; highlight "H", hold START and press A; highlight "I", hold START and press C. Mike D—Highlight "M", hold START and press C; highlight "K", press A; highlight "D", hold START and press C. AdRock—Highlight "A", press A; highlight "D", hold START and press C; highlight "R", hold START and press B; highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "A", press A. Mark Turnell—Highlight "M", hold START and press A; highlight "J", press A; highlight "T", hold START and press A. Jamie Rivett—Highlight "R", press A; highlight "J", hold START and press A; highlight "R", hold START and press C. Sal DiVita—Highlight "S", hold START and press A; highlight "A", hold START and press C; highlight "L", press A. Shawn Liptak—Highlight "S", press A; highlight "L", hold START and press B; highlight "■" (the space character), hold START and press B. Tony Goskie—Highlight "T", hold START and press B; highlight "W", press A; highlight "G", hold START and press A. John Carlton—Highlight "J", hold START and press C; highlight "M", hold START and press C; highlight "C", hold START and press B. Jay Moon—Highlight "J", press A; highlight "A", hold START and press A; highlight "Y", hold START and press B. Kirby—Highlight "C", hold START and press B; highlight "K", press A; highlight "■" (the space character), hold START and press C. Snake—Highlight "G", hold START and press A; highlight "O", hold START and press C; highlight "F", hold START and press B. Falcos—Highlight "I", hold START and press A; highlight "F", press A; highlight "■" (the space character), hold START and press C. Musket—Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "M", hold START and press C. Hill—Highlight "N", hold START and press A; highlight "D", hold START and press B; highlight "H", hold START and press A. Chow Chow—Highlight "A", press A; highlight "M", hold START and press A; highlight "X", hold START and press C. Weasel—Highlight "R", hold START and press B; highlight "A", hold START and press A; highlight "Y", hold START and press C. Brutah—Highlight "L", hold START and press A; highlight "G", hold START and press B; highlight "N", press A. Kabuki—Highlight "D", press A; highlight "A", hold START and press B; highlight "N", hold START and press A. Facime—Highlight "X", hold START and press B; highlight "Y", hold START and press B; highlight "Z", hold START and press A. Blaze—Highlight "B", hold START and press C; highlight "L", press A; highlight "Z", hold START and press C.

Kid Silk—Highlight "K", press A; highlight "S", hold START and press B; highlight "K", hold START and press C. Scooter Pie—Highlight "H", hold START and press A; highlight "I", press A; highlight "P", hold START and press C. Moosekat—Highlight "M", hold START and press B; highlight "P", hold START and press C; highlight "F", press A. Air Dog—Highlight "A", hold START and press C; highlight "I", press A; highlight "R", hold START and press B. Secret Power-Ups  
Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.  
Display Shot Percentage—Up, Up, Down, Down, B  
Quick Hands—Left, Left, Left, Left, A, Right Max Power—Right, Right, Left, Right, B, B, Right  
Powerup Goaltending—Right, Up, Down, Right, Down, Up  
Powerup Fire—Down, Right, Right, B, A, Left Powerup Turbo—B, B, B, A, Down, Down, Up, Left  
Powerup Offense—A, B, Up, A, B, Up, Down Powerup 3-Pointers—Up, Down, Left, Right, Left, Down, Up  
Powerup Dunks—Left, Right, A, B, B, A  
Powerup Push—Down, Right, A, B, A, Right, Down  
Push One Opponent and Both Fall—Up, Up, Up, Up, Left, Left, Left, Left, A, A  
Push One Opponent and Only Teammate Falls—Up, Up, Up, Up, Left, Left, Left, Left, A, B  
Teleport Pass—Up, Right, Right, Right, Left, A, Down, Left, Left, Right, B  
High Shots—Up, Down, Up, Down, Right, Up, A, A, A, Down  
Speed Up—Up, Up, Up, Up, Left, Left, Left, Left, B, A  
Slippery Court—A, A, A, A, A, Right, Right, Right, Right, Right  
**NBA LIVE '95**  
NBA GOLF?  
Start an exhibition game and choose teams. Go to the player selection screen and push Up on the D-pad. The words "Player 1" will change to "Start New." Press START to get to the password screen. On the password screen type in "REFLOG." (That's GOLFER spelled backwards.) You'll get a playable demo of a golf game.  
**NFL SPORTSTALK '93**  
San Francisco 49ers Passwords  
Week 4—4 W 1 G K B B B D D  
Week 8—4 W 1 L ? F B B D D  
Week 12—4 W 1 Q ? ? C B D D  
Week 16—4 W 1 V ? ? ? B D D  
First Round Playoffs—4 W 1 V ? ? ? B D D  
NFC Championship—4 W 1 X ? ? ? F D D  
Super Bowl—4 W 1 Y ? ? ? K D D  
**NHL '95**  
30-Second Periods  
When the Controller Configuration screen comes up, hold A, C and START, then release. The Scouting Report screen will come up, so press and hold A, C and START again. On the next screen, choose Abort Game. This will bring you back to the main menu. The Period Length will now say 30 seconds.  
**NHL HOCKEY**  
Skate Through the Crowd  
Start a two-player "teammates" game with penalties turned on. If your player is called by the referee as a fight instigator after a fight, steer away from the penalty box and start bumping into the boards; you should be able to skate up and into the audience.  
**OUTLANDER**  
Level Passwords  
Level 1—F Y B Y 1 Q Z F Q 2 4 0 Q 0  
Level 2—8 9 D 0 2 0 J C Y 8 C Z 8  
Level 3—P 6 9 H O S K T Y C K C X  
Level 4—T Z Z Y 2 1 5 9 Q 9 Y K 8 0  
**OUTRUN**  
Cheat Menu  
At the first title screen, press START, then press the A button 11 times, press B three times and press C eight times. Now visit the Options menu; you'll see the words "Hyper

Options" at the top of the screen and new "Stage Select" and "Mode Select" options at the bottom. The Mode number works as follows:

Mode 1: You can drive through your opponents' cars without collisions.

Mode 2: You can drive even after the timer runs out.

Mode 3: Combines the effects of Modes 1 and 2.

Mode 4: The programmers' debugging codes appear on the screen.

Mode 5: Combines the effects of Modes 1 and 4.

Mode 6: Combines the effects of Modes 2 and 4.

Mode 7: Combines the effects of Modes 1, 2 and 4.

Mode 8: ????

Mode 9: Combines the effects of Modes 1 and 8.

Mode 10: Combines the effects of Modes 2 and 8.

Mode 11: Combines the effects of Modes 1, 2 and 8.

Mode 12: Combines the effects of Modes 4 and 8.

Mode 13: Combines the effects of Modes 1, 4 and 8.

Mode 14: Combines the effects of Modes 2, 4 and 8.

Mode 15: Combines the effects of Modes 1, 2 and 4.

game, then press START to pause. Press A on Controller 1 to refill your health meter, B on Controller 1 to become invincible or C on Controller 1 to bring up a stage-select menu.

## PITFALL: THE MAYAN ADVENTURE

### Cheat Codes

Each of the following cheats must be entered at the title screen, after the flying boomerang appears.

- Play the original Pitfall! game—Down, A 26 times, Down.

- Play the Simon game—B, A, Down, C, Right, A, B.

- Stage Select—B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up.

- Infinite Continues—C, C, C, C, Left, A, Down, Up, Down.

- Full Weapons—A, B, Up, C, A, C, A.

- Nine Lives—Right, A, Down, B, Right, A, B, Up, Down.

- Super Speed—B, A, Right, C, Right, Up, Down.

- See Credits—C, Right, Down, C, Right, Down, C, Right, Down.

## PITFALL: THE MAYAN ADVENTURE (32X)

### Cheat Codes

All of the cheats shown above for the standard Genesis version of *Pitfall: The Mayan Adventure* will work on the 32X version except the stage-select code. The stage-select code for the 32X version is C, A, C, A, Down, Up, Down, Left, Down, Up, Up.

## OUTRUN 2019

### Music Select

Hold the C button and press START at the "Stage Select" screen. This brings up a music menu with six techno tunes to choose from.



## PAC-MAN 2: THE NEW ADVENTURES

### Original Pac-Man and Pac Jr.

Enter the code PCMNORG at the password screen to play the original Pac-Man.

Enter the code PCJRDWP at the password screen to play Pac Jr.

### Sound Test

### Enter SO\*NDTP.

### Pattern Test

### Enter P\*\*TT\*RN.

### Time Trial

Enter TR\*\*LMP for the Time Trial.

(Note: \* represents the Pac-Man symbol.)

## PETE SAMPRAS TENNIS

### New Options

Choose World Tour and choose a player but do not enter your name. Now go to the password screen and enter the word "ZEPPELIN," then choose "End." Now the Game Options Menu has two new menu options: "Crazy" and "Huge Tour."

## PGA TOUR GOLF II

### Never Drop a Shot

When you've got a birdie or better, save the game up to that point. If you drop a shot at the next hole, you can restart from the last hole and still have the shot.

## PHELIOS

### Nine Continues

Get to the Chapter 1 screen, then press C, A, B, A, C, A, B, A.

## THE PIRATES OF DARK WATER

### Stage Passwords

Enter the password "DSILLER" to start the game with the full sword. To skip stages, try these other passcodes:

I I T B D I A—Port of Citadel

N C O O K I E—Citadel to Port

R I T A Z I M—Port to Citadel

J E S S I C A—Citadel to Mountains

A L E X I S K—Port to Mountains

S C O O B Y D—Mountains to Janda

S T O Y O D A—Andorus to Bridge

T A D S H I M—Bridge to Andorus (full sword)

A L A R T U S—Andorus to Maelstrom

D A R R I N S—Bridge to Maelstrom (full sword)

M A L C O L M—Maelstrom to Caverns (full sword)

## PINK PANTHER IN PINK GOES TO HOLLYWOOD

### Top-Secret Cheats

Hold A and C on Controller 1 and B on Controller 2, then turn the Genesis on. Start the



## RADICAL REX

### Stage Select

At the Title Screen, enter A, C, Down, Right, Up, B on Controller 2.

## RANGER-X

### Stage Skip

Pause the game, then press Up, Down, Up, Down, Up, Down, C, B, A, Right, Left. If this is done correctly, the music will resume playing. Now you can press B to skip to the next level.

## RBI '94

### Tengen Team

Enter THECHALLENGE at the password menu to play against the people who designed the game. If you beat the Tengen team, you'll play against the Dream Team.

## RED ZONE

### Mission Passwords

Mission 1—A C C C B A C B B

Mission 2—A B A C B C B C A B A

Mission 3—A C C C B C A B C C

Mission 4—A B A C B C B C A C C

Mission 5—B A A A B B B C C B B

Mission 6—A B B A B C A A B C A

Mission 7—B A A B B C A A C A A A

Mission 8—A B B A B C A A C A C

Mission 9—A B B A B C A A C B C

Mission 10—A B B A B C A A C C C

**Secret Asteroids Game**

Enter the password ABCACACBCAC. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

**THE REVENGE OF SHINOBI***Infinite Shurikens*

At the Options menu, highlight "Shurikens" and change the value to "00". Now wait at this spot for 10 seconds; the "00" will change to an infinity symbol, giving you unlimited Shurikens.

**RINGS OF POWER***Nude Code*

Hold A, B, C, START, and point the D-pad into the Down/Right position all on Controller 2 while the Genesis is still off, then turn on the machine to see a different title sequence.

**RISTAR***Cheat Passwords*

Enter the following passwords for different effects:

M U S E U M—Boss Rush Mode

D O F F E L—Practice Bonus Rounds

I L O V E U—Stage Select

S U P E R—“Super” difficulty level appears at the option screen

M A G U R O—Adds a freaky new option to the sound test menu

X X X X X—Cancel all passwords

**ROAD RASH***Final Level Password*

00000 08351

12K38 5782A

**ROAD RASH II***First Place Passwords*

Level One

00D8 110N—Alaska, \$2,000

00DH 101B—Hawaii, \$3,000

035P 1130—Tennessee, \$4,000

02J0 117G—Arizona, \$5,000

02U9 10F5—Vermont, \$6,000

Level Two

05BH Q10S—Alaska, \$3,250

03BB 1MIV—Hawaii, \$5,250

04IQ AN33—Tennessee, \$7,250

05RB 2N73—Arizona, \$9,250

06IR QMFC—Vermont, \$11,250

Level Three

08DA 3NOP—Alaska, \$4,500

01AU 3M1D—Hawaii, \$8,500

06AA 3C30—Tennessee, \$12,500

08T4 RD7M—Arizona, \$16,500

0DE5 RCF8—Vermont, \$20,500

Level Four

0G04 KCOK—Alaska, \$11,500

09ET C918—Hawaii, \$17,500

0DQD 4932—Tennessee, \$23,500

0J4T 4976—Arizona, \$29,500

0NGD 49FE—Vermont, \$35,500

Level Five

0QQT 590V—Alaska, \$18,500

0FLG 5J13—Hawaii, \$28,500

0M44 5J3L—Tennessee, \$38,500

01UK 5170—Arizona, \$48,500

25US 5JFD—Vermont, \$58,500

Secret Bike

At the title screen, hold Up + A + C and press START. Now you can choose the secret bike, the Wild Thing 2000.

*Start with Any Bike*

Choose a two-player head-to-head game and a bike from the shop. Go back to Game Select and choose the two-player “Take Turns” mode. Then pick a one-player game and hit START. Now you can choose any bike from the shop.

**ROBOCOP VS. THE TERMINATOR***MA-17 Code*

Press C, B, A, B, A, B, B, C, B, C, B, B, C, B, C, A, C, A, A, B, B, B, A, C, A, while paused. Now the game includes lady killers, skeletons afire and a new “Game Over” message.

54 Lives

Press C, C, A, B, B, C, C, A, A, B, while the game is paused. You’ll find a secret level and earn 54 lives.

*Weapons Select*

Press B, A, C, C, A, B, B, A, C, C, A, B while paused. Next, start the game again and hold Down + A + B + C to choose different weapons.

*TurboCop’s Mode*

Press A, B, C, B, A, C, B, A, C, B, A, A, A, C, B, C, A, C, A, B, C, B while paused. Now you can do mega-jumps and rip through

the levels as “TurboCop.”

*Immortality Level*

Once you’ve entered the “TurboCop” code, start the “Trainer” level and move RoboCop all the way to the left. Hold Up and press C to jump. You’ll get a message from the game’s designer’s that you have found the “Immortality Level.”

*Drop Through the Floor*

Pause the game and press A, B, C, C, B, A. Hold Down on the D-pad and press C to drop down to the next level.

**ROCKET KNIGHT ADVENTURES***Record Your Own Demo*

Start a new game and play normally for a while, then pause the game and press Up seven times, then Down, Left, Left, Left, Right. When the word “Pause” reverses, press RESET and you can watch the demo sequence replay your game.

**SCOOBY-DOO MYSTERY***“Blake’s Hotel” Solution*

After the opening sequence, Shaggy and Scooby will be in the Lobby of the Blake Hotel. Look at the *creepy painting*, then open the door to the left of it. Walk through the door into the office, where you’ll find a distress message from Uncle Blake on the chalkboard.

Take the *heater* from the floor, then open the drawer in the desk and take the *scissors*. Examine the book collection and the missing book for a clue that will be helpful later on. Return to the lobby and head up the staircase. In the upstairs hallway there are seven doors, six along the corridor and one at the end which is locked. Open each of the six unlocked doors to see a series of chase scenes. At the end of the sixth or seventh chase, Shaggy and Scooby will emerge through the locked door, which will now remain open, go through the door into the gardener’s bedroom. Open the drawer in the nightstand and take the *book*. Now open drawer in the dresser and take the *antacid*. Return to the hallway and use the *dumbwaiter* near the stairs to descend into the kitchen.

Now you’ll need a source of light to proceed into the maze. Use the *Christmas light* with the *battery*, then use the *soda tab* with the *battery*. When you’ve assembled the light, simply use the *flashlight* and you can find your way to the exit at the upper right corner of the maze.

Now you’ll find yourself in an ancient tomb. Walk to the vegetation-covered wall on the right and use the *weed killer* with the *killer lettuce*. Walk through the exposed doorway into the dungeon. Use the *rope* with the *cuffs* next to the hole, then use the *rope* to find Uncle Blake. Talk to Blake, use the *termites* with Uncle Blake to set him free. You will automatically be put back in the dungeon after you hear Shaggy get into a scrape.

Follow Blake into the tomb and give Blake the *book*. Use the *goblet* with the *statue*, then talk to the *statue*. Choose “*xyzzy*” as the magic word and the medallion will appear.

After taking the medallion, return through the maze to the pond. Walk left to the shaft and use the *hose* with the *engine*. Use the *hose* with the *gas* to fill the engine, then use the *big red switch* to turn the engine on. Now use the *cart* to ride back up into the mine. Walk through the top door to the basement where the ghost is chasing Scooby. Use the *medallion* with the *hook* hanging in the middle of the room, trapping the ghost and saving Scooby.

*Ha-Ha Carnival Solution*

From the front Lot of the Ha-Ha Carnival, walk to the right and head down the pier which leads off screen to the bottom; you’ll see Fred, Daphne and Velma stuck on the pond. Walk back to the front lot, then head up through the blue archway (marked with the closed sign) to the Boardwalk. Open the *trash* can next to the funhouse to find the *mummy bandages*. Continue walking right, past the funhouse and the roller-coaster until you come to the *Madame Zelda Machine*. Take the yellow coupon from the machine, which will give you a free shot at the Hammer game. Walk up to the taffy puller and take some *taffy*. Now walk right and enter the Boathouse, which is the building marked with the anchor. Take the *boat* and the *bottle* from the pool. Open the bottle, then look at the *note*, which will tell you that someone is being held prisoner in the haunted house.

Exit the Boathouse and walk left until you come to the gaping clown’s mouth which is the funhouse. After entering the funhouse, with the chili to give Shaggy a much-deserved snack. Push the *refrigerator* and take the *soda tab* from behind it. Walk to the right, and use the *screwdriver* with the *vent covering*. Use the *empty can* with the *termites* in the wall to capture some of the critters. Walk back through the swinging doors into the cafe and exit left to the lobby.

Use the *cow bell* to summon the Bellhop. Talk to the Bellhop to find out that he collects Native American artifacts. Give the *beads* to the Bellhop and he will tell you that he is looking for a Kachina doll he dropped in the woods. Walk outside and use the *heater* with the *bear*. You’ll need to power it up, so use the *extension cord* with the *heater*. Once the bear is awake, use the *poison oak* with the *bear*. After he knocks over the totem pole, use the totem pole bridge to cross the lake. Once you are across the bridge, use the *fishng pole*. Use the pole repeatedly until you catch a Kachina doll. Take the doll. Use the *scissors* with *rope* tied to the pier and take the *rope*. Walk back across the bridge and enter the hotel lobby. Use the *cow bell* to summon the Bellhop again. Give the Kachina Doll to the Bellhop, who will give you a *goblet* in return. Take the goblet, then exit the hotel.

you will be in a room with a rotating floor. There are three exits; to enter them you must attempt to move in the opposite direction of where you wish to go. First, press Right on the D-pad to enter the left tube, which will drop you in the Hall of Mirrors. Walk right until you come to the mirror with wheels and push the *mirror* to get rid of the scary clown. If the clown spooks you away, come back and push the *mirror* before the clown is in view. Take the *spark plug* the clown drops and exit to the left.

Enter the funhouse again and press Down to enter the center tube. This will drop you in the bumper cars room. Use the *taffy* with the *engine*, then use the *switch* to start the cars. Use the *bumper car* and prepare for battle with the clown. The best way to defeat him is to avoid the walls at all costs, then ram him when he is stuck against them. If he defeats you, come back and try again. Once you win, he will run off, dropping a *dart*. Pick up the *dart* and exit to the right.

Once again, enter the funhouse. This time press Left to enter the right tube which leads to the Haunted House. Take the *boots* from the monster. Open the *coffin* to reveal the mummy, then pull the *bandage* after the coffin is closed. If Shaggy is too scared, simply pull the *bandage* again to free the carnival manager. Now exit the Haunted House in the lower left corner of the room.

Walk left from the boardwalk to return to the front lot. Talk to the *kid* to find out that he wants a water pistol. Walk right and enter the Hammer Game. Give the *coupon* to the attendant, then use the *hammer* with the *hammer game*. That didn’t seem to work, so pull the *pole* next to the game to turn the tables on the cheating attendant. Now walk back through the front lot to the boardwalk and continue right until you reach the entrance to the back lot.

Go into the back lot and use the *ladder* to the left to reach the bungee jump platform. Use the *bungee harness*, and take the *bucket* while Shaggy is bouncing. Once you’re back on the platform, use the ladder to return to the back lot. Return to the boardwalk and use the *bucket with the faucet* next to the taffy machine. Go to the back lot and walk right until you reach the balloon stand. Use the *balloon* with *Scooby* to get the *magnet* from the ferris wheel. Now walk into the diving bell. Use the *valve* in the bell, then open the hatch once you are submerged. Use the *magnet* with the *treasure* to retrieve some *tokens*, then use the *bucket with Inky*, the baby octopus. Use the *valve* to return to the surface.

Walk all the way back to the front lot, then enter the *Arcade tent* to the right. Use the *tokens* with the *crane game* to get the *water pistol*. (It might take a few tries, but it seems to work best if you leave the crane in its starting position and press the button when the pistol is at the back of the rotating platform.) Enter the door marked “Employees Only” to the right of the strong man; it leads to the dressing room. Take an *application* from the table, then open the *trunk* and take the *wrench*.

Return to the front lot and give the *water pistol* to the *kid*. Now return to the fortune telling machine on the boardwalk. Use the *tokens* with *Madame Zelda*, then ask the question “What is the meaning of life?” to make the machine break. Take the *head* from the broken machine. Go left to the Roller Coaster booth and give the *tickets* to the attendant to find out that you must have at least four riders. Now enter the funhouse again and press Left to enter the tube to the Haunted House. Use the *wrench* on the *bolts* in the monsters neck, then exit.

Walk back to the kid and talk to him until he agrees to ride the roller coaster with you. After the attendant tells you the kid is too short, give the *boots* to the *kid*. Don’t worry, if you have *Zelda’s head*, the attendant will still let you ride after the kid runs off. Once you are on the roller coaster, quickly use the *brake handle*. After you are safely stopped, use the *bolts* with the *track*. After the track is repaired, use the *brake* again. On the second roller coaster screen, quickly use the *second brake*. If you miss either brake, you can ride the coaster again without hassle. Open the *shed* next to the track and take the *paintbrush*. Now use the *brake* again to finish the ride.

Walk to the front lot, then walk down the

Genesis tips



pier to the pond. Use the spark plug with the boat, then use the boat with the pond to save the gang.

After the intermission scene, enter the front office to the right. You can talk to the manager, but he is unwilling to help. There is a stamp on his desk, so use the rubber stamp with the application. Return to the front lot and enter the arcade tent. Give the tickets to the dart attendant, then use the darts (the darts he places on the counter, that is; the one in your inventory won't work.) Play the game three times to win the teddy bear.

Finally, go right to the dressing room and use the application with the bulletin board. Walk to the front lot and take the sign from next to the Java Hut, then go to the back lot. Give the teddy bear to the balancing bear and take the ball she leaves behind. Use the paint-brush with the bucket with Inky, then use the Inky brush with the sign. Use the sign to complete your trap. Now you have to get the clown into the ferocious beast's cart, so while he is standing there looking confused, use the dart with the ball.

#### SHADOW BLASTERS

##### Invincibility

During a two player game, press START on both controller simultaneously when one of the characters is about to lose all of his or her energy.

#### SHADOW DANCER

##### Stage Select

At the title screen, hold A + B + C and press START on Controller 1.

#### SHAQ FU

##### Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Mephisto, 2=Sett, 3=Nezu, 4=Kaori, 5=Beast, 6=Auroch, 7=Voodoo, 8=Colonel, 9=Diesel, 10=Letsu, 11=Rajah, 12=Shaq. Then, while still at the Options screen, quickly press Up, Down, B, Left, Right, B. The screen will flash to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

##### Blood Code

At the Options screen, quickly press A, B, C, C, B, A. The screen will flash; now there's blood in the game.

#### SHINING FORCE

##### Name Every Character

Start a new game and name your character. After you are done, highlight "End" and hold A + B + C + START on Controller 2. On Controller 1, press A + C + START simultaneously. A new character will appear. Name the character and new ones will keep appearing until you have named every character in the game.

#### SHINING FORCE II

##### Configuration Mode

As the Sega logo starts to appear, quickly press Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name. After the old witch repeats your name and says, "...yes! I know it!" hold the START button and press A, B or C. If you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold START and press A, B or C to get four new configuration options:

- Special Turbo: Answer "Yes" to speed up the game's menus and picture windows.
- Control Opponent: Say "Yes" and you'll be able to control your enemies during the game's combat sequences.
- Auto Battle: The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.
- Game Completed: This option will modify your adventure as if you've already beaten the game once.

#### SHINOBI III: RETURN OF THE NINJA MASTER

##### Infinite Shuriken

Visit the "Options" menu and change the "S.E." (sound effect) setting to "Shurikin" [sic]. Next, move up to the "Shurikins" [sic] setting and change it to read "00". Wait a

few seconds, and the double-zero will turn into an infinity symbol.

##### Invincibility Code

Choose "Options" from the title screen and highlight the "Music" option. Choose the tune called "HE RUNS" and press B to listen to it, then play "JAPONESQUE," "SHINOBI WALK," "SAKURA" and "GETUFU" the same way. If you pressed B at each song and played them in the correct order, you should have heard a brief tone when you hit B at the last tune; the invincibility code is in place.

#### SKITCHIN'

##### Hidden Warp

To get the "Warp Bonus" on the "Race Stats" screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage.

#### SONIC & KNUCKLES

##### Stage Select

Play through the first stage until you reach one of the ratchet machines that allow you to pull yourself up. Jump and hang on to one of the handles, then—while your character is hanging from the handle—press Left, Left, Left, Right, Right, Right, Up, Up, Up; you'll hear a chime to confirm the code if you've entered it quickly enough. Now press START to pause, then press A; the game should restart. When the title screen reappears, hold the A button and press START to access the stage-select and sound test menu. Note that you cannot access certain levels unless you have a copy of Sonic 3 "locked-on" to your Sonic & Knuckles cartridge.

##### Stage Select with Sonic 3 "Locked-On"

Play through the first stage until you reach one of the swinging vines with the handles on the ends of them. Jump up and grab the handle, then—while your character is swinging from the vine—press Left, Left, Left, Right, Right, Right, Up, Up, Up; you'll hear a chime to confirm the code if you've entered it quickly enough. Now press START to pause, then press A; the game should restart. Press Up or Down at the title screen menu until you see a new item called "Sound Test"; this gives you the stage-select and sound test menu. Near the upper left corner of the screen is a small number which you can change by pressing the C button; this number represents the character you want to play with according to the following legend:

- 00—Sonic and Tails
- 01—Sonic
- 02—Tails
- 03—Knuckles

##### Stage Select with Sonic 2 "Locked-On"

At the title screen, quickly press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right; you'll hear a chime to confirm the code if you've entered it properly. Now hold the A button and press START to access the stage-select menu.

##### Secret Bonus Levels

Plug any Genesis cartridge into the top of Sonic & Knuckles. If the screen says "No Way! No Way?", press A + B + C to access randomly-generated sphere bonus levels.

#### SONIC 3-D BLAST

##### Stage Select/Stage Skip

At the title screen—while the words "Press Start" are flashing—press B, A, Right, A, C, Up, Down, A. The main menu will appear, even though you have not pressed the START button. Choose "Start" from the main menu; the Level Select menu will appear. You can choose any stage, including the Tails and Knuckles bonus rounds. With this code in place, you can skip stages at any time by pressing START to pause, then pressing the A button to warp to the next stage.

#### SONIC SPINBALL

##### Stage Select

Choose "Options" from the title menu, then—when the Options menu appears—press A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C, Up; you'll hear a fanfare to confirm the code. Now return to the title menu and enter one of the following codes:

- Hold A and press START to warp to the "Lava Powerhouse" stage.
- Hold B and press START to warp to "The Machine" stage.
- Hold C and press START to warp to the "Showdown" stage.

#### SONIC THE HEDGEHOG

##### Stage Select/Sound Test

At the title screen—just as Sonic is starting to appear—press Up, Down, Left, Right. You'll hear a chime. Now hold the A button and press START to get a secret menu that allows you to start at any stage or hear any of the game's music or sound effects.

##### Cheat Code

At the title screen—just as Sonic is starting to appear—press C, C, Up, Down, Left, Right. You'll hear a chime. With this code in place, you'll have access to the following features:

- System Reset—Press START to pause the game, then press A to reset to the title screen.
- Slow-Motion—Press START to pause, then hold the B button to play in slow motion. If you tap the C button while paused, you'll advance the action one "frame" at a time.

##### Debug Mode

At the stage-select menu (see above), highlight the name of any stage, hold the A button and press START; don't release A until the stage begins. See the codes for the original *Sonic the Hedgehog* above to find out how the debug mode works; the only difference is that you don't get invincibility when you enter the Debug Mode in *Sonic 3*. However, if you get killed when playing in Debug Mode, just press the B button quickly before Sonic falls off the screen with the surprised expression on his face; this will change him into an object and freeze the action. Now just use the D-pad to move the object to a safe place and press B to change back into a healthy Sonic.

##### Night Mode

At the stage-select menu (see above), highlight the name of any stage, hold the C button and press START. This darkens the graphics, making it appear as if you're playing at night.

list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option. With the code in place, you have access to the following features:

- System Reset—Press START to pause the game, then press A to reset to the title screen.
- Slow-Motion—Press START to pause, then hold the B button to play in slow motion. If you tap the C button while paused, you'll advance the action one "frame" at a time.

##### Debug Mode

At the stage-select menu (see above), highlight the name of any stage, hold the A button and press START; don't release A until the stage begins. See the codes for the original *Sonic the Hedgehog* above to find out how the debug mode works; the only difference is that you don't get invincibility when you enter the Debug Mode in *Sonic 3*. However, if you get killed when playing in Debug Mode, just press the B button quickly before Sonic falls off the screen with the surprised expression on his face; this will change him into an object and freeze the action. Now just use the D-pad to move the object to a safe place and press B to change back into a healthy Sonic.

##### Night Mode

At the stage-select menu (see above), highlight the name of any stage, hold the C button and press START. This darkens the graphics, making it appear as if you're playing at night.

#### SPACE HARRIER (32X)

##### Arcade Mode

When the Sega logo appears, hold A+C and hit START on Controller 2. You'll hear a voice say, "Get ready!" and the words "Insert Coins" will appear at the title screen instead of "Press Start". Now you're in Arcade Mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Note that you can't access the option menu in Arcade Mode; if you need to do so, just set the options first, then wait for the demo to return to the Sega logo before entering the code.

#### SPACE HARRIER II

##### Secret Options/Sound Test

Wait for the title screen to appear, then hold the A button on Controller 1.

#### SPACE INVADERS '91

##### Stage Select

At the title screen, hold A + C, then press START. Immediately press B, A, C to activate the Stage Select.

#### SPIDER-MAN (VS. THE KINGPIN)

##### Cheat Code

At the options screen, put Spidey next to the "Level" option, press and hold START on Controller 2, then press and hold A, B and C on Controller 1. While holding those buttons down, point the D-pad on Controller 1 Up, then diagonally in the Up/Right position. You'll see three exclamation points next to the difficulty level. Now start the game; when you want to cheat, press START to pause, then press A to refill your web fluid, B to refill your health meter, C for five seconds of invincibility or A + B + C to warp to the end of the current stage.

#### SPIDER-MAN: WEB OF FIRE (32X)

##### Cheat Mode

Note: You must have a six-button controller to use these cheats. While the Sega logo is on the screen, press Up, Right, Left, A, Z, Y. You'll hear the sound of breaking glass to confirm the code. Now you can access a stage-select/sound test menu at any time by pressing the X button. Press Y during gameplay to freeze the screen and see the programmers' debugging coordinates, or press Z during the game to max out your energy, web fluid, lives and Daredevil symbols.

#### SPLATTERHOUSE 2

##### Password

Final Level—EDK VEI IAL LDL

#### STAR WARS ARCADE (32X)

##### Suspend Time

Pause the game and press Down, B, B, Up, Right, Left.

##### Reset Timer

Pause the game and press Left, Down, A, C,



### Down, Up, Sound Test

Pause the game and press Up, Right, Left, A, Down, C.

Note: You can't do these cheats without a six-button controller because, in three-button mode, the game has no pause feature.

### STEEL EMPIRE

#### Stage Select

Go to the Options menu and highlight "Sound Test." Press A to listen to the sounds in this order: Sound 1, Sound 1, Sound 9, Sound 2. A round select option will appear at the bottom of the screen.

#### 100 Ships

Go to the Options menu and set up the options as follows: Difficulty—Hard, Ships—2, Continues—1. Now move to the Sound Test, select Sound 65 and press A. You won't hear any sound, but when you start the game you'll have 99 ships in reserve.

#### Weapon Power-Up

Set up the options as follows: Difficulty—Hard, Ships—3, Continues—2. Now move to the Sound Test, select Sound 77 and press A. You won't hear any sound, but when you start the game you can gain Level 20 firepower by pressing B on Controller 2 while the game is in progress.

#### 99 Bombs

At the ship select screen—the one that lets you choose between the biplane and the zeppelin—press C, A, C, A, START, B on Controller 2. Now you'll start the game with 99 bombs in reserve.

### STREET FIGHTER II SPECIAL CHAMPION EDITION

#### Six and Three-Button Cheats

Six-button code—Down, Z, Up, X, A, Y, B, C  
Three-button code—Down, C, Up, A, B, B, C

Use these codes while the "CAPCOM" logo is appearing to enable special moves only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen (on Controller 2) to allow both players to choose the same character in Battle Mode.

### STREETS OF RAGE

#### Stage Select/Extra Lives

Highlight "Options" at the main menu, hold Right + A + B + C on Controller 2 and press any button on Controller 1. When the Options menu appears, you'll find two new settings at the bottom of the screen: "Players" allows you to start the game with up to seven lives in reserve and "Round No." lets you choose a starting stage.

### STREETS OF RAGE 2

#### Stage Select/Extra Lives/New Difficulty Settings

Highlight "Options" at the main menu, hold A + B on Controller 2 and press any button on Controller 1. When the Options menu appears, you'll find a new "Round" setting that allows you to choose your starting stage. You'll also have two new difficulty settings to choose from ("Very Easy" and "Mania") as well as the option to start with up to nine lives in reserve.

#### Play Same Character

At the title screen, press and hold Right and B on Controller 1, press and hold Left and A on Controller Two, then continue to hold those buttons while you press C on Controller Two. Choose the "2 Players" game and you'll find that both players can pick the same character.

### STREETS OF RAGE 3

#### Secret Character

At the title screen, hold Up + B and press START. Roo, a kangaroo, will now be available at the character select screen.

#### Stage Select

At the title screen, highlight "Options", hold Up + B and press START. You will now see a stage select setting at the options menu.

### SUNSET RIDERS

#### 99 Continues

Choose "OPTIONS" from the title screen and set the "SOUND" to "0E", then press A to listen to the sound. Next, choose "EXIT" to return to the title screen and start the game. At the "SELECT YOUR PLAYER" screen, pick a character and press A; then, when your character looks up, quickly press the A, B and C buttons at the same time and release them.

You'll start the game with 99 credits in reserve.

### SUPER VOLLEYBALL

#### Passwords

The following codes are for the U.S.A. team and will lead you to the championship match against Russia.

China—H L X L A

Japan—R L V L K

Italy—R M X R U

France—R U F O R

Holland—R S A A V

Brazil—R Q V A 2

Russia—R P. V E

### SYLVESTER AND TWEETY IN CAGEY CAPERS

#### Looney Cheats

Each of these commands should be performed at the Stage Prop screen, which appears when you press START during the game.

- Extra Time—Press START to pause, then press Up, A, B, C, C, A, Up, C, C, C, Up. The clock will be reset to zero.
- Extra Energy—Press START to pause, then press A, A, A, B, B, A, B, C. Sylvester's health will be restored.
- Extra Points—Press START to pause, then press C, C, C, C, B, C, A, A, C, B, A to increase your score by 10,000.
- Extra Continues—Press START to pause, then press Right, Left, A, A, B, Up, C, A, B, B, C to add an extra continue to your reserve. Repeat whenever necessary to keep your continues maxed out.

- Invincibility—Press START to pause, then press B, B, Up, A, Left, Right, Down, Right, B, B for temporary invincibility.
- Skip Train Level—In the game's third level, "Mayhem Express," you can pause the game and press C, C, B, C, A, B, C, A, B, C, Down and unpause to skip to the next stage.
- See End Credits—To skip to the end of the game and see the credits, press START to pause and press Down, Right, A, B, B, B, C, C, B, A, A.



### T2: THE ARCADE GAME

#### Level Select

At the title screen, press Up, Down, Left, Right, Up, Down, Left, and Right. You'll hear "excellent." When you start to play, press START to pause the game, then simultaneously press B and C to skip that stage.

#### Unlimited Firepower

Use a rapid-fire controller to fire the gun and you'll have unlimited firepower because the gun never overheats. If you don't have a rapid-fire controller, just tap the button rapidly.

### TASK FORCE HARRIER

#### Invincibility and Debug Menu

Hold the A button before powering on the system. After the title screen has fully appeared, release the A button and press Up, Down, Left, Right, A, B, A, C, B. Now access the CONFIG option; you find new features there. Now exit the CONFIG screen and start a game; you will be invincible.

#### Stage Skip

With the above code in place, press START + A simultaneously at any time during game-play to skip a stage.

### TAZ IN ESCAPE FROM MARS

#### Cheat Menu

When the Sega logo appears, press and hold A+B on Controller 1 and B+C on Controller 2. When the game starts, press START to pause. Hit any button and the cheat menu will appear.

### TAZ-MANIA

#### Super Cheats

At the title screen, hold A, B and C on both controllers while pressing START on controller one. You should hear a chime. Next, start the game. Press A while the game is paused, and your health meter will be refilled when you unpause. Pressing B while the game is paused gives you partial invincibility. Press C while paused to see the number of the current stage, which can be changed by pressing Left or Right on the D-pad. Change to a different stage number, and you'll be warped directly to that stage when you press the START button.

### TEENAGE MUTANT NINJA TURTLES: THE HYPERSTONE HEIST

#### Stage Select

At the main title menu—while the words "1 Player/2 Players/Options" are on the screen—press A, B, B, C, C, B, A, then pause for a second; when the words "Press Start Button" appear, press START, then choose the number of players and press START again. A stage-select menu will appear.

### TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

#### Ultra Desperation Attacks

When your character's energy is low enough that your life bar starts flashing, try one of the following desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you have to be in close.

- Leonardo—→↓↙← + C
- Michelangelo—→→↓↙← + C
- Donatello—→→↓↑ + C
- Raphael—→→↓↓ + C
- Casey Jones—→→↓ + C (in close)
- Ray Fillet—→→↓↓ + C
- April O'Neil—→→↓↓ + C (in close)
- Sisyphus—→→↓↓ + C

### THUNDER FORCE III

#### All Weapons

During play, press START to pause, then press Up ten times, B once, D twice and finally, press B once. This sequence will give you all the weapons. Press A for the claw, and then START to unpause the game.

### TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

#### Passwords

Level 5—MMBK DDLL DLBG LLDD LDTG

Level 6—HUBB DDDD DDKD DDLN LDTN

Level 7—UBBB DDDL LDBB LLLL LDQO

Level 8—YBBB MDLL TBKB DDLL LDQM

Level 10—ZBBB TZGD LDBB TKLD LLNG

Level 11—PBBB TKLD LDBB TGDL DLNV

Level 12—YBBB TZDD LDBB TKDD LDNT

Level 13—QHBB TZGL LDBB TZDL LDZM

Level 14—MHBB TZKD LDBB TZBL LDZT

Level 16—ZBBB TZBG DBBB TZBD DLRR

Level 17—PRBB TZBL DLBB TZBG DRZ

Level 18—YRBB TZBZ DBBB TZBK LLRG

Level 19—ZRBZ TZBQ DBBB TZBL DLRX

Level 20—ZHBZ TZBQ GDBB TZBW DLHY

Level 21—VNBB TZBQ KLBB TZBQ GLYJ

Level 22—KJBB TZBW ZLBZ TZBW KLMM

Level 23—XJBB TZBW ZGBB TZBW ZLTB

Level 24—JJBB TZBW ZGBB TZBW ZLTB

### TOMMY LASORDA BASEBALL

#### Erase Third Strike

If you strike out, quickly pause the game before the pitcher gets the ball back from the catcher; you may have to press START several times before you get it to register. Now press C to restart the game, and you'll see that the same batter is still at the plate with just two strikes, as if the strikeout had never happened.

### TOUGHMAN CONTEST

Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the game set-up menu.

#### Director's Cut

Enter the password RUBE. Start the game. Fighter 2 is headless and bleeding.

#### Stealth Mode

Enter the password FQSTER. Start the game. Fighter 2 is the Noob Saibot of Toughman Boxing.

#### To the Death Mode

Enter the password 2LT. Start the game. Time is infinite. The first fighter to get three knock-downs wins.

#### Caffeinated Mode

Enter the password HYPER. The game is played at double speed.

#### Iron Man Mode

Enter the password MAXX. Fighter 1 takes no damage. Use this to try to finish the game, but remember that the CPU can still beat you on points, so you aren't guaranteed victory.

#### All The Moves

Enter the password MRBUCKEYE. Start the game. You can throw all of the power punches no matter what fighter configuration you set up.

### Little Napoleon

Enter the password WEASEL. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots.

#### Whoop Ass Mode

Enter the password SUPERG. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

#### Nuclear Waste Man

Enter the password NUCLEAR. Start the game. Your opponent is glowing with nuclear waste.

### TOY STORY

#### Invincibility

Complete the game's first stage; then, at the start of the second stage ("Red Alert!") you must collect the three stars above the toybox. Now move to the right and collect four more stars for a total of seven; if you accidentally grab more than seven, the cheat won't work. Once you've collected seven stars, jump into the toybox and hold Down on the D-pad for six seconds. You'll see Woody's health star begin to spin around, indicating that you are now invincible for the rest of the game.

#### Stage Skip

At the start of the game, wait for the Toy Story title screen that shows Woody glaring at Buzz Lightyear while the words "PRESS START" are flashing, then spell the word "abracadabra" on the control pad by pressing A, B, Right, A, C, A, Down, A, B, Right, A. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game; when you want to skip a stage, just hit START and press A while the game is paused to warp immediately to the end.

### TURRICAN

#### Cheat Menu

Go to the Options screen and move the cursor to the "Exit" option. Hold Down on the D-pad and press A, B, B, A, B, A, B, A, B, A. A cheat menu will appear, allowing you to get infinite lives, continues, weapons and more.

### TWIN COBRA

#### See the Ending

Press START to access the green title screen, then press Up, Down, Right, Left, A, B, C, START.

#### Level Select

At the title screen, press START to get the green Options screen. Now press Up, Down, Right, Left, and START; a level select screen will appear.

#### Extra Bombs

When playing, pause the game and press Up, Down, Right, Left, then unpause while holding B. You'll immediately receive eight bombs. You can repeat this trick as often as you need to.

#### Power-Ups

When playing, pause the game and press Up, Down, Right, Left, then unpause while holding A. This will immediately power-up your weapon to near its maximum level.

### TYRANTS

#### Hidden Sinistar Game

To play a hidden game that's based on the classic Williams shoot-'em-up, Sinistar, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the B button to shoot at your enemies and use the C button to fire the Sinibombs.



### ULTIMATE MORTAL KOMBAT 3

#### Secret Cheat Menus

At the main menu—the one that says "Start Game/Options"—press A, C, Up, B, Up, B, A, Down. You'll hear Shao Kahn say, "Excellent!" and three new menu options will appear. "Cheats" gives you a sound test, a "Bio Screen" select and the ability to give yourself up to 95 continues. "Secrets" lets you adjust or disable the timer, see any fighter's "Win Screen" and choose any Kombat Zone. "Killer Codes" lets you perform "Quick End" finishing moves, activate Shao Kahn or Motaro as playable characters in two-player games or play the hidden shoot-'em-up game. See the description of "Quick Ends" in the tip section under Mortal Kombat 3 for more information on how they work.

# Genesis tips



# Genesis tips

## URBAN STRIKE

### Passwords

C N H L G B R A N F B F—Baja Oil Rigs  
Z L G B W D 3 P F Z D—Inside Main Oil Rig  
B W D R 6 M J Y N M—Mexico  
N D R 6 3 P T 7 V Z L T—San Francisco  
H 6 3 P M J T 4 S Y L—Alcatraz  
L P M J 7 V S X F Z R—New York  
G J 7 V T 4 F K Y N M—Las Vegas  
B V T 4 S X Y C Z L T—Casino  
W R 6 3 P M T 4 S Y L—Vegas Underground  
**Special Passwords**  
Y C Z 9 N H L G B T 7—Begin with 10 lives and no co-pilots missing  
9 G 6 T 9 B R 6 S 3 V—Begin in Mexico with 16 lives



## VALIS

### Sound Test

At the title screen, simultaneously press and hold A, B and C, then press START. When the music selection screen appears, use any button to change the music.

## VALIS 3

### View Cinema Displays

At the title screen, hold A, C, Up and Left, then press START.

### Stage Select

At the title screen, hold Up, A, B and C, then press and hold START. When a black screen appears, release the buttons and the stage select menu will show up.

## VECTORMAN

### Hidden Game + Level Warps

When the Sega logo appears at start-up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready!" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

### Blow Up Sega

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving.

### Cheat Codes

Vectorman has tons of cheats that can be activated during the game with the following sequence: Press START to pause, enter the code, then press START to unpause. Try the following codes while the game is paused for different effects:

ABRACADABRA (A, B, Right, A, C, A, Down, A, B, Right, A)—Refill your energy counter at any time.

BALL or BALD (B, A, Left, Left or B, A, Left, Down)—See the programmers' debugging coordinates.

ABACABB (A, B, A, C, A, B, B)—Five dots will appear around Vectorman and follow him wherever he goes.

DRACULA (Down, Right, A, C, Up, Left, A)—When you get hit, the game will slow down in order to help you to recover safely.

CALL A CAB (C, A, Left, Left, A, C, A, B)—Vectorman turns into a small arrow. This works like a level warp; you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the CALL A CAB code again.

### Super Cheat Menu

At the Options menu, press A, B, B, A, Down, A, B, B, A. You'll be taken to a top-secret

cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

## VECTORMAN 2

### Refill Energy

Press START at any time during the game to pause, then press B, A, B, A, Left, Up, Up. When you unpause, you'll find that your energy has been refilled. Repeat whenever necessary to keep your health maxed out.

### Add Extra Lives

Press START at any time during the game to pause, then press Right, Up, B, A, Down, Up, B, Down, Up, B. When you unpause, you'll have one extra life. Repeat whenever necessary to keep your lives maxed out.

### Get Special Weapons

Press START at any time during the game to pause, then press C, A, Left, Left, Down, A, Down. When you unpause, your weapon will be upgraded to the next most powerful one. Repeat the code as necessary until you've got the weapon you want.

### Stage Select/Sound Test

Press START at any time during the game to pause, then press Up, Right, A, B, A, Down, Left, A, Down. When you unpause, you'll see a top-secret cheat menu with sound and music test options as well as a full stage select menu that allows you to warp to any stage in the game, including any of the ending screens, the bonus rounds and even a special testing stage called "Ron's Test Level".

## VIRTUA FIGHTER 2

### Boss Code

At the character-select screen, hold Left or Right on the D-pad (or Right if you're Player 2.) The cursor will cycle quickly through the available fighters. After a few seconds, the announcer will say, "Five...four...three...two...one..." then you'll hear a metallic sound. Dural is now a playable character; you'll find her just to the left of Akira (or to the right of Jacky.)

## VIRTUA RACING

### Backwards Tracks

Hold A, B and Up when the Sega logo comes on the screen, then press and hold START until the demo screen comes on. Release all of the buttons and press the START button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtua Racing" in reverse.



## WARRIOR OF ROME

### Password

Ending—G R E B D W V N N E

## WARSONG

### Level Select

Begin a game and press the A button to reduce the map size. Move the cursor to the upper left corner of the screen, then move it to the right one space, then down one space. Hold the B button until a scenario number appears; now you can press Up or Down to pick any stage.

## WINGS OF WOR

### Easy Mode

Go to the Options screen and highlight Game Level. Now hold A + B + C and press START. Level Select

Go to the Options screen and highlight Control. Now press the A button and hold it down until a level select option appears.

## WIZ 'N' LIZ

### Cheat Passwords

To fight against any of the screen-filling monster bosses in Wiz 'n' Liz, enter the password TCDT GBBS. Other interesting passwords include BBBB BBBB, TTTT TTTT, CBSK LGOD and MQHS PKDN. The password MGTP GLLS will take you to the last round of the final level.

### Open Shop/Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the START button and press C while entering the last letter

of any valid password.

### Shop Discounts

When entering the shop to buy fruits or vegetables, hold START and press C while the word "BUY" is highlighted. You'll find that the cost of all items has been cut in half.

### Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH START BUTTON!" and "YEAH!" to flash on the screen. Hold A and C and press START to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. (Note: This trick doesn't work on every level.)

### Time Ball Release

Hold Up and press A to release the time ball during the game. You can only use this once per round, and if you do it too often, it gets harder to find each time.

### New Difficulty Level

When the Sega logo comes up on the screen, hold the A, B and C buttons down and press the START button twice. You'll hear a voice shout "Yeah!" Now go to the options screen to find a new "Super Wizard" difficulty level.

## WOLVERINE: ADAMANTIUM RAGE

### Passwords

Level 2—MARIKO

Level 3—SILVER FOX

Level 4—DEPARTMENT H

Level 5—MADRIPOR

Level 6—ASANO

Level 7—THE HUDSONS

## WWF RAW (32X)

### Secret Character

While the character-select menu is on the screen, press and hold Down on the D-pad, then press the A and B buttons simultaneously. You'll hear a whistle blow. Now move left or right to find the secret wrestler between Owen Hart and Luna Vachon; it's Kwang, a masked grappler in the tradition of the great Mexican wrestler El Santo.



## XBAND GAME MODEM

### Hidden Maze Game

Press Up, Up, Down when you're about to dial the phone (where the screen says, "Are you sure you want to register with XBAND?") You'll play a secret maze game while you're waiting to connect. To play the game for a longer time, press Down, Down, Left, Left, Right, C at the main XBAND menu (Challenge/Player List/Mailbox etc.)

### Change Text

To change the way the text moves on XBAND menus, enter one of the following codes at the player-select screen:

Expand and contract—Up, Down, Up, Up,

Down, Left, Up

Earthquake effect—Right, Left, Right, Right,

Up, Right, Left

Restore default "wave" motion—Left, Right,

Left, Left, Up, Left, Right

Sound Test

Press Up, Up, Up, Left, Right, Left, Right, Up at the main XBAND menu.

### Hidden "Fish Pong" Game

Press Up, Up, Up, Right, B at the main XBAND menu.

## X-MEN

### Stage Select and Other Cheats

Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold A, C, and Down on the D-pad and hit START. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit START. Disconnect the controller again and plug it into the Controller 1 socket; hit START to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the C button to warp directly to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time simply by pressing START to pause the game. You can also summon Rogue, Archangel, Iceman or Storm as many times as you want to.

Mojo's Crunch Tip  
If you're stuck trying to figure out how to "reset the computer" in this tricky level, you have to press the RESET button on your Genesis. When you hit RESET, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

## X-MEN 2: CLONE WARS

### 99 Lives

During the game, press START to pause. Then press Down+C, Up, Left, Up, Right, Right, C. When you reach the Cerebro screen at the end of the stage, you'll see that you have 99 lives.

### Level Skip

Pause the game and press Left + C. Then press Up, Up, Left, Down, Down, then simultaneously press Right and C.

### New Character

Enter the Level Skip code (above). Pause the game, then simultaneously press Right and C. Pause the game and simultaneously press Left and C.

### Invincibility

Pause the game. Simultaneously press Up and B. Press Up, Right, Down, Up, Right, Down, Down, Up, B. Unpause the game and pause it again. Simultaneously press Up and B again.



## ZOMBIES ATE MY NEIGHBORS

### Passwords

Stage 4—Q Y Z T

Stage 8—S B R Z

Stage 12—R C F L

Stage 16—M M L W

Stage 20—B Q B T

Stage 24—R L N W

Stage 28—R N K D

Stage 32—Q D H L

Stage 36—M K V D

Stage 40—M Z P L

Stage 44—B N Y Z

## ZOO

Note: Each of the following cheats should be done during the game by pressing the START button to pause, then continue to hold START while pressing the rest of the buttons in the code.

### One Extra Life

Hold START, then press Down, Up, Left, Left, A, Right, Down. Repeat the code whenever necessary.

### Level Select

Hold START, then press C, Right, A, B, A, Left, Left, A, Down. Now you can change the first two digits of the on-screen timer to the number of the World and Level you want to warp to. Press Up or Down to change the World and Left or Right to change the Level. When you're ready to warp, hold A, B and C. You'll return to the title screen where you'll start at level you chose.

### Super Time & Energy Bonus

Hold START and hit Right, A, Down, A, Right, B, Left, Up, Right. You'll get 240 energy bars. The timer gets set to 999.

### Extra Time & Energy

Hold START and press B, A, Right, Right, A, C, Up, Down, A. You'll get 30 extra seconds on the timer and six energy bars.

### Brightness

Hold START and press Down, Up, Left, Left. This makes the dimmed "PAUSE" screen brighter.

## ZOOM

### Secret Options Menu

Press START at the title screen; then, at the selection screen, press Up, Up, Down, Down, Left, Right, Left, Right, A, B on Controller 1; a secret option screen will appear. Note that this code must be entered very quickly.

# BACK ISSUES



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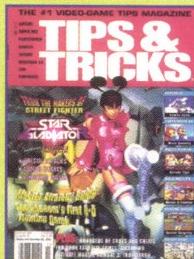
July '96 (BTT0796)



August '96 (BTT0896)



October '96 (BTT1096)



November '96 (BTT1196)



December '96 (BTT1296)



January '97 (BTT0197)



April '97 (BTT0497)

**1996**

April - Ultimate Mortal Kombat 3: Final Fight 3, Ridge Racer Revolution, Spot Goes to Hollywood, Battle Arena Toshinden 2, Skeleton Warriors

May - Killer Instinct 2: Agile Warrior F-111X, Alpine Racer, Night Warriors, Donkey Kong Country 2, Darius Gaiden, Pocahontas, Assault Hogs, Johnny Baozookation

June - Area 51: Soul Edge, Panzer Dragoon Zwei, Fighting Vipers, Alien Trilogy, Baku Baku Animal, Dungeons & Dragons: Shadow Over Mystara

July - Street Fighter Alpha 2: Guardian Heroes, Super Mario RPG, Resident Evil, Kirby's Block Ball

August - Special Arcade Issue: Manx TT Superbike, Street Fighter Alpha 2, Metal Slug, Soul Edge, Sonic the Fighters, Area 51, International Track & Field, Golden Axe: The Duel, X-Perts

October - NIGHTS, Super Mario 64 (part 1), Tekken 2

November - Star Gladiator: Super Mario 64 (part 2), Super Puzzle Fighter II Turbo, Ninja Master S

December - The King of Fighters '96: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

## 1997

January - X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, Kizuna Encounter

April - Turok: Dinosaur Hunter (part 1): Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

May - Real Bout: Fatal Fury Special: Killer Instinct Gold, Turok: Dinosaur Hunter (part 2), Die Hard Arcade, Vandal Hearts—Plus FREE Mortal Kombat Trilogy Tips Poster

June - Street Fighter III: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour Pinup

July - Tekken 3: Super GT, Broken Helix, War Gods—Plus FREE Kerri Hoskins War Gods Pinup

December - Diddy Kong Racing: MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters '97, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

## 1998

February - Bloody Roar: NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup

September - Parasite Eve: Pocket Fighter, Bomberman Hero, Deadly Arts, G-Darius, Radical Bikers, Shining Force III, Devil Dice, Vigilante 8, Heart of Darkness

October - Thrill Kill: F-Zero X, The Fifth Element, Street Fighter Alpha 3, Moto Racer 2, Iggy's Reckin' Balls Kagero: Deception II, Soul Caliber, Spice World + Game Boy Camera Secrets

November - Tenchu: Stealth Assassins: GT64 Championship Edition, Colony Wars: Vengeance, Knife Edge, Duck Nukem: Time to Kill, Ninja: Shadow of Darkness, Metal Gear Solid (Part 1)

December - The Legend of Zelda: Ocarina of Time (Part 1); Rogue Trip, Bushido Blade 2, Armored Core: Project Phantasma, WCW/NWO Revenge, Metal Gear Solid (Part 20)



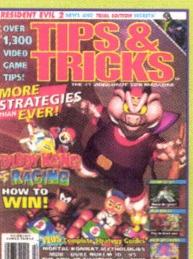
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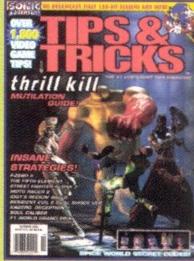
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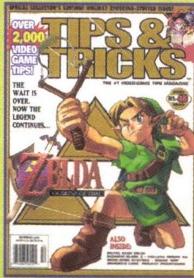
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# NINTENDO ENTERTAINMENT SYSTEM

**1943****Password**

TY 19 U—Level 23

**3-D WORLDRUNNER****Continue**

When the words "Game Over" appear on the screen, hold Up + A and press START to continue on the stage where you lost your last life.

**8 EYES****Password**

E A P P P D P N E—Start at the House of Ruth  
Correct Order of Levels  
Spain, Egypt, Italy, India, Africa, Germany, Arabia  
Correct Placement of Jewels at End of Game  
Yellow, White, Green, Orange, Blue, Purple, Red, Black

**ABADOK****Stage Select**

At the title screen, press Left, Up, Right, Down, Up, Right, Left, Down, then hold one of the following buttons and press START to begin at the corresponding stage:

Up—Stage 2

Left—Stage 3

Down—Stage 4

Right—Stage 5

SELECT—Stage 6

B—Stage 7

Invincibility

At the title screen, press A, A, Up, B, B, Down, A, B, START.

See the Ending

At the title screen, press A, A, Up, B, B, Down, A, B, START.

**ADVENTURE ISLAND****Continue**

Jump right before the "G" sign at the end of Area 1 where you'll find an egg with the Hudson bee in it. After you've picked up the bee, you can continue indefinitely by holding Left and pressing

START when the game is over.

**Island Select**

First reset the game. At the title screen, press Right, Left, Right, Left, A, B, A, B.

**ADVENTURE ISLAND II****Stage Select**

At the title screen, press Right, Left, Right, Left, A, B, A, B.

**ADVENTURE ISLAND 3****Stage Select**

At the title screen, press Down, Up, Left, Right, B, A, B, A.

**ADVENTURES OF DINO-RIKI****Continue**

When you lose your last life and the title screen appears, hold Right and press START to continue on the stage where you left off.

**ADVENTURES OF LOLO****Passwords**

D Y V Z—Stage 10-2

D Z V Y—Stage 10-3

**ADVENTURES OF LOLO 2****Passwords**

Q T D V—Stage 10-1

Q D D Q—Stage 10-2

Q K D H—Stage 10-3

V P D P—Stage 10-4

V H T K—Stage 10-5

**Pro Level Passwords**

To access the "pro" levels, enter the passwords PROA, PROB, PROC and PROD.

**ADVENTURES OF LOLO 3****Quick Start Password**

2222 2222 2222 2222

**ADVENTURES OF RAD GRAVITY****Passwords**

5WF55 P7D\$6 Z4HW2 C8G39—Cyberia  
9ZC63 \$1COG ZBWSN W74P—Effluvia  
JV4BH WF7V2 N9B02 \$VT97—Sauria  
QDJ24 M5HLB XN6Z3 GHFKD—Turvia  
XQJ8G M5HVB XSHZ G10!G—Vernia  
4XQBN K7PSD SHDC8 R5GNM—Asteroid belt  
X82GJ P3MXS B16WX M3BJP—Odar  
FT0BL R1FIV B1511 FFTVQ—Utopia  
C\$D!! W31LG 5C1FV 07562—Volcania  
150L2 RSF!3 89P1R 1F22!—Telos

MM0K2 RSF!3 C4FPD DGL2!—Agathos battle

**ADVENTURES OF ROCKY AND BULLWINKLE & FRIENDS****Level Warp**

At any time during the game, press B, A, A, START, A, B, B, A on Controller 2. When you want to warp to another level, press B.

**AFTER BURNER****Reverse Mode**

At the title screen, hold A + B on Controller 2 and press START on Controller 1.

**ALL PRO BASKETBALL****Championship Series Password**

N F J N K M M J M J F Q

**AMERICAN GLADIATORS****Passwords**

Level 2—A, B, A, A, A, B, B

Level 3—A, B, B, A, B, A, A

Level 4—A, B, A, A, B, B, B

**ARKANOID****Stage Select**

At any time during the game, press START + A + B simultaneously to skip to the next level; this works up to Level 17.

**Continue**

After losing your last life, hold A + B at the title screen and press SELECT five times, then press START to continue where you left off.

**ASTYANAX****Stage Select**

At the title screen, press Up, Down, Left, Right, B, B, B, B, START.

**Invincibility**

At the title screen, press Up, Up, Up, Up, Down, Left, Right, Up, START.

**Continue**

When the "Game Over" screen appears, press A, B, SELECT, then START to continue on the stage where you lost your last life.

**ATHENA****Fire Sword, Dragon Helmet, Lion Shield**

In Area 1, when you see a small red-spotted mushroom (after the larger spotted mushroom), squat down on it to receive the aforementioned items.

**BABY BOOMER****Extra Men**

In Level 1 shoot the fire hydrant ten times, in Level 2 shoot the tall, thin tombstone, in Level 4 shoot the stalactite over the bridge and in Level 6 shoot the torch.

**BACK TO THE FUTURE II & III****Warp to Part III**

At the title screen, hold B + SELECT, then unscramble the message to spell "FLUX-CAPACITORISTHEPOWER."

**BAD DUDES****63 Lives**

At the title screen, press B, A, Down, Up, Down, Up on Controller 2, then press START on Controller 1.

**BAD NEWS BASEBALL****Female Teams**

To change all the rosters to girls' teams, hold Down/Left on Controller 1 and Up on controller two, then hit RESET. The cursor at the main menu will change from a baseball into a heart if you enter the code correctly.

**BASES LOADED****World Series**

Enter the password "JAELECO" to play the final game of the World Series.

**BASES LOADED II****Password**

M L O S S O M—World Series Game 1: Los Angeles vs. New York

**BATMAN: RETURN OF THE JOKER****Passwords**

Level 1—L P R Z

Level 1-2—M D R R

Level 2-1—N M L L

Level 2-2—N W K L

Level 3-1—L G Z Q

Level 3-2—G P T W

Level 4-1—G N X F

Level 4-2—K H C N

Level 5-1—Q G V N

Level 5-2—W B Z T

Level 6-1—F F H G

Level 6-2—C K Q G

Level 7-1—G P Z T

**BATMAN RETURNS****Stage Select**

Enter the password "Y\*31 21 3191 11" When the screen displays the name of the first stage, press Left and Right on Controller 2 to change the starting stage. With this password in place, you can use controller two to skip around and warp to different stages at any time during a game.

**BATTLESHIP****Passwords**

Stage 1-2—9 9 4 6

Stage 1-3—8 4 7 2

Stage 1-4—5 5 3 5

Stage 1-5—1 9 2 9



# NES tips

Stage 2-1—7 3 9 0  
 Stage 2-2—6 5 0 1  
 Stage 2-3—5 3 4 0  
 Stage 2-4—1 5 3 6  
 Stage 2-5—3 3 2 8  
 Stage 3-1—9 5 3 7  
 Stage 3-2—8 7 7 7  
 Stage 3-3—2 0 3 7  
 Stage 3-4—5 2 8 9  
 Stage 3-5—4 1 7 4  
 Stage 4-1—3 5 0 0  
 Stage 4-2—3 6 4 2  
 Stage 4-3—4 4 1 2  
 Stage 4-4—8 3 7 9  
 Stage 4-5—8 1 8 2  
 Stage 5-1—8 0 0 4  
 Stage 5-2—5 5 2 9  
 Stage 5-3—4 5 2 4  
 Stage 5-4—4 7 9 7  
 Stage 5-5—9 3 7 6  
 Stage 6-1—1 5 5 3  
 Stage 6-2—7 8 5 0  
 Stage 6-3—5 6 6 9  
 Stage 6-4—9 3 8 1  
 Stage 6-5—9 3 7 4  
 Stage 7-1—4 6 5 3  
 Stage 7-2—5 0 1 2  
 Stage 7-3—8 8 3 1  
 Stage 7-4—9 4 5 7  
 Stage 7-5—6 0 9 8  
 Stage 8-1—9 6 1 7  
 Stage 8-2—5 0 3 6  
 Stage 8-3—6 2 9 7  
 Stage 8-4—8 6 2 9  
 Stage 8-5—8 3 9 7  
 Ending Screen—1 9 9 2

## BATTLETOADS

### Extra Lives

To begin the game with five extra lives, hold **Down** on the D-pad + **B** + **A** and press **START** at the title screen.

## BATTLETOADS/DOUBLE DRAGON

### Extra Lives

At the character select screen, hold **Up** + **A** + **B** and press **START**. You will start with five full hearts. You must reenter the code on the Continue Screen to use it again.

### Level Select + 10 Lives

At the character select screen, press **Down**, **Up**, **Up**, **Down**, **A**, **B**, **B**, **A**.

## BEE 52

### Start with Junior

To start the game with Junior, the baby bee, at your side, choose the number of players, then—when the giant bee appears in the middle of the screen—press **Right**, **A**, **B**, **A**, **B**, **START**. The word "cheat" will be displayed at the bottom of the screen.

## BILL AND TED'S EXCELLENT VIDEO GAME ADVENTURE

### Password

Level 6—555-5864

## THE BLACK BASS

### Password

San Lake—0 Y H E X Z O T Z X H N T M U Q

## THE BLUE MARLIN

### Sound Test

At the title screen, hold **SELECT** + **START**, then press the **RESET** button.

## BO JACKSON BASEBALL

### All Bo Jackson Team

Choose any team. At the team roster screen, press **Left** + **SELECT** + **B**; you'll have a team composed entirely of Bo Jacksons.

## BOMBERMAN 2

### Sound Test

Enter K 3 4 5 6 7 1 2 as your password; press **START** to play the desired tune.

## BUBBLE BOBBLE

### Level Select

Enter the password E E C J J. Select one or two player continue. Now you can choose any level from 1 to 112 with the **A** and **B** buttons.

## Correct Ending

Enter the password E E C F G and select level 112; now finish the game and you will see the correct ending.

## BUCKY O'HARE

### Password

Magna Tanker—M ! L 2 X

## THE BUGS BUNNY CRAZY CASTLE

### Password

Level 60—Y T K X

## BUMP 'N' JUMP

### Continue

At the Game Over screen, hold **SELECT** on Controller 1 and **A** + **B** on Controller 2, then press **START** on Controller 1.

## BURAI FIGHTER

### Passwords

Albatross level, Stage 2—H E A D

Albatross level, Stage 3—J E E P

Albatross level, Stage 4—K I N G

Albatross level, Stage 5—L I M E

Albatross level, Stage 6—M I L D

Albatross level, Stage 7—N I L E

Ace level, Stage 2—P A L M

Ace level, Stage 3—F A L L

Ace level, Stage 4—I D E A

Ace level, Stage 5—P L A N

Ace level, Stage 6—M O N K

Ace level, Stage 7—I D O L

Ultimate level, Stage 2—F L A G

Ultimate level, Stage 3—J O K E

Ultimate level, Stage 4—O N C E

Ultimate level, Stage 5—P A L E

Ultimate level, Stage 6—G O A L

Ultimate level, Stage 7—I C H I

Start game with all weapons—L O B B



## CAPCOM'S GOLD MEDAL CHALLENGE

### Train Against Computer

To access the two-player training modes in some events, highlight the name of an event and hold the **B** button down. Continue to hold **B** while you press **A** twice to advance to the game. You'll know the trick worked if you see the numeral "II" next to the name of your opponent's country at the bottom of the screen.

## CAPTAIN PLANET AND THE PLANETEERS

### Password

Level 5-2—829 443

## CAPTAIN SKYHAWK

### Level Skip

Press **Up** + **B** on Controller 2 at any time during gameplay.

### Invincibility

Press **Up**, **Right**, **Down** and **Left**. If done correctly, the screen will flash momentarily. Press **START** and you will be invincible.

## CASINO KID

### Password

QOGAQ PPEAM GWJXI FVTAQ PPEAM GUJXG—Begin with \$600,000

## CASTLEVANIA II: SIMON'S QUEST

### Passwords

7MEF OVFT 151Z Y2Z5—Fight Dracula  
 DY31 LXDY W45X TGJX—Defeat Dracula

## CASTLEVANIA III: DRACULA'S CURSE

### Cheat Names

Enter your name as "HELP\_ME" to start with 10 lives.

Enter your name as "AKAMA" to play a harder game with more enemies.

Enter your name as "OKUDA" to start the game with the ability to change into Alucard.

Enter your name as "URATA" to start the game with the ability to change into Sypha.

Enter your name as "FUJIMOTO" to start the game with the ability to change into Grant.

## CLASH AT DEMONHEAD

### Password

673CC A7MHG DQ2S9 SSUS1 4347J  
 PP89D—Start before Governor Bopper

## CODE NAME: VIPER

### Password

0 4 0 4 7 1—Area 4

## CONQUEST OF THE CRYSTAL PALACE

### Cheat Codes

At the title screen, press **SELECT** + **A** simultaneously, then press **SELECT** + **B** simultaneously. With this code in place, you can enter any of the following codes to activate various cheats at any time during gameplay:

- Hold **SELECT**, press **Right**—Temporary invincibility
  - Hold **SELECT**, press **Left**—Extra Gold
  - Hold **SELECT**, press **Up**—Super Jump
  - Hold **SELECT**, press **Down**—Restore life meter
  - Hold **SELECT**, press **Up/Right**—Extra lives
  - Hold **SELECT**, press **Down/Left**—Power Up Sword
  - Hold **SELECT**, press **Up/Left**—Fire Weapon
  - Sound Test
- At the title screen, hold **A** + **B** and press **SELECT**.

## CONTRA

### 30 Lives

Before the title screen fully appears, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**, **START**. This gives you 30 lives per continue for a total of 120 lives. For the two-player game, just hit **SELECT** to choose the two-player mode before pressing **START** to complete the cheat code.

## DANCE AEROBICS

### Pass Stamp Codes

Lesson 1—Pass Stamp 5

Lesson 2—Pass Stamp 3

Lesson 3—Pass Stamp 9

Lesson 4—Pass Stamp 7

Lesson 5—Pass Stamp 4

Lesson 6—Pass Stamp 8

Lesson 7—Pass Stamp 10

## DASH GALAXY IN THE ALIEN ASYLUM

### Stage Select

At the title screen, hold **Up/Left** + **A** + **B** and press **SELECT** to choose a stage.

## DESTINATION: EARTHSTAR

### Cheat Mode

Start the game as usual. As the Star System appears, grab Controller 2 and press and hold **Down** and **SELECT**, then press the **B** button three times. Now release **Down** only and you should hear a chime. Now you can use the following cheats:

*Make Complete Repairs in Flight (Star System Mode)/Power up to Nine Ships (Enemy Base Mode)*

On Controller 2, press **L**, **SELECT** and **B** simultaneously.



## Skip Star Systems/See End Screen

On Controller 2, press **R**, **START**, and **A** at the same time to execute each advance.

## DICK TRACY

### Combination Passwords

Case 2—207-119-060

Case 3—164-003-201

Case 4—036-224-136

Case 5—007-215-047

## DIG DUG II

### Stage Select

When the title screen stops, press **A**, **SELECT** and **START** at the same time.

## DIRTY HARRY

### Unlimited Lives

Enter the password CLYDE.

## DOUBLE DRAGON II: THE REVENGE

### Continue

If you lose your last life in stages 1 through 6, press **Up**, **Right**, **Down**, **Left**, **A**, **B** to continue where you left off.

If you lose your last life in stages 7 through 9, press **A**, **B**, **B**, **Down**, **Up**, **Right**, **Left** on Controller 2 to continue where you left off.

## DOUBLE DRAGON III

### Twice the Kick

You must be in two-player mode. Have Billy and Jimmy Lee stand next to each other and use the Cyclone Spin-Kick. Both characters will lock arms, back to back, and the kick will be twice as long and powerful.

## DR. MARIO

### Flying Item

If you wait long enough on the intermission screen (where the three viruses are sitting on the tree,) an item will fly across the top of the screen. It only works with certain virus level/speed combinations.

Level	Speed	Picture
05	Medium	Book
10	Medium	Chicken
15	Medium	Spray Paint
05	High	Turtle
10	High	Pig
15	High	Witch

## DRAGON SPIRIT

### Start with 20 Dragons

After the first battle, during the title screen, press and hold **A** and **B** on Controller 2, and then press **START** on Controller 1.

### Sound Test

Press and hold **A**, **B** and **Up** on Controller 2 and then press **RESET**. "Sound Test 00" will appear on the screen.

## DRAGONSTRIKE

### Password

K H V H P Q—Advanced level

## DUCK HUNT

### Control the Ducks

To control the movement of the ducks, use the D-pad on Controller 1.

**DUCK TALES***Bonus Stage*

When your score has a "7" as the ten-thousands digit (for example, 170,000), call Launchpad to take you back home; he will drop you off at a Bonus Stage.

**DUNGEON MAGIC***Start with 100 Coins*

Watch the storyline of the game until you see the town in the lower-left portion of the screen. Press B on Controller 2 twice then **START** on Controller 1.

**DUSTY DIAMOND'S ALL-STAR SOFTBALL***Password*

L g t w w R G 7 M t d H T R 7 R 9 4 1 v 0  
2 4 y 3 4 2 —Final game

*Field View Mode*

At the title screen, enter the following code on Controller 2: Hold **Up** on the D-pad, press **A** six times, hold **Down** on the D-pad, press **B** four times. Now press **SELECT** on Controller 1 to complete the code; you may need to press **SELECT** again if you don't want to enter a password. Now during the game, when the ball is hit and the camera switches to the fielding view, you can hold the **START** button and use the D-pad to scroll around and see any part of the field.

**DYNOWARZ: DESTRUCTION OF SPONDYLUS***Passwords*

Level 1—8 5 4 7

Level 2—5 4 3 1

Level 3—9 8 9 2

Level 4—6 3 1 5

Level 5—7 4 5 2

Level 6—1 6 9 7

Level 7—6 4 2 5

*View Dynos*

Enter 7777 as your password and hit **START**. Press **Up** and **Down** on the D-pad to view all the dynos on the right side of the screen.

**F-117A STEALTH FIGHTER***Mission Select/Invincibility*

Enter the code 4093CB1# and return to the main menu. Move the cursor to the Theater entry and press **SELECT**. Press **Up** and **Down** to choose any of the missions; you'll also be invincible.

**FARIA***Cheat Passcode*

To begin with 99,999 gold and full attributes, start a new game and enter your name as "GaoGao".

**FERRARI GRAND PRIX CHALLENGE***Password*

C Z V 8 L N 4 F S L J B F R F S F B B —Final Race

**FINAL FANTASY***Secret Game*

At any time during the game, board the ship, hold the **A** button and press **B** five times. This lets you access a secret sliding-puzzle type game. If you complete it, you earn 100 Gold pieces.

**FIRE 'N ICE***Level Select/Sound Test*

At the title screen, hold the **SELECT** button and press the **B** button ten times. A screen with a Stage Select and a Sound Test will appear.

**FIREHAWK***Start on Mission 2*

Hold the **A** button and press **START** at the title screen.

*Hidden Secrets*

When your score is good enough to make the high score table, enter your name as "CAMERICA" or "MIG 29" to see hidden messages at the high score screen, or enter "DIZZY" to see a brief demo of The

*Fantastic Adventures of Dizzy.***FLYING DRAGON***Password*

B A A A—World Tournament

**FLYING WARRIORS***Passwords*

M U S I C—Sound test

E N D—End of game

ZL14 CB88 CCCB—Final level

**FRANKENSTEIN: THE MONSTER RETURNS***Password*

P Z Z T N L W J L D T J—Level 4

**G.I. JOE***Stage Passwords*

Quest One:

Mission 2—PSDNNSXGZ0

Mission 3—NS8NSNDGZ4

Mission 4—5S3NSXGZ0

Mission 5—5369NSXGG

Mission 6—DRBJOVD8H

Quest Two:

Mission 1—ZND39N5XF

Mission 2—PXHNDXGZ8

Mission 3—3NRDZN5X1

Mission 4—5XHPXHNZD

Mission 5—VNNBBJV83

Mission 6—DVNB888H

Quest Three:

Mission 2—3R69N5XGG

Mission 2—BHNJHDV8H

Mission 2—JHR0HVD8H

Mission 2—5D55ZNGZD

Mission 2—NGZ9X99XF

Mission 2—DHRX80V83

**GALAXY 5000***Secret Cheat Menu*

At the title screen, wait for the first alien to pop out of a crater. After he goes back in, press **B**, **Left**, **Up**, **Right**, **B**; you will automatically advance to the main menu if you've entered the code correctly. After you choose the number of players and control type, a secret cheat menu will appear. Use it to start at any race on any planet with any vehicle; there's also a sound test option.

*See the Credits*

At the "Game Over" screen, if you have no continues remaining, you can see the game's credit sequence by pressing **Left**, **Up**, **B**, **Left**, **Up**.

**GARGOYLE'S QUEST II***Password*

6 9 7 9 7 9 4 5 - 9 5 0 5 5 5 9—All items

**GAUNTLET***Double Power*

Start with two characters and let one die. An icon representing the supplies the dead character has left behind will show up on-screen. Move the first player over than icon to retrieve the supplies.

**GAUNTLET 2***Exits*

If you get stuck or enter a level that has fake exits, you can stand still and wait for all of the walls to become exits. This takes approximately 150 points of health to do. Also, if you have run out of keys, you can stand still for about a count of 100 and all the doors will open.

**GHOSTS 'N GOBLINS***Level Select*

At the title screen, hold Right and press B three times, then Up, B three times, Left, B three times, Down, B three times. Use A and B to choose a starting level.

**GILLIGAN'S ISLAND***Stage Passwords*

Stage 2: GECBNIKB

Stage 3: DLFEPNPA

Stage 4: ANDFECAE

**GOLGO 13: TOP SECRET EPISODE***Stage Select*

After the helicopter demo ends, enter this sequence as soon as you see Golgo's eyes: On Controller 1, hit **START**. Followed by holding **Left**, **Up**, **A** and **B** on Controller 2, while you hit **Up**, **A**, **B**, then **START** on Controller 1.

*Hidden Power Up*

At the start of Act 9 ("Apocalypse Now") jump over a few land mines, then return to the beginning of the stage. You'll find a pack of cigarettes that will refill your health counter.

**GOONIES II***Password*

K' O N248 45R "OOS—All Goonies, all items

**GRADIUS***Instant Shield and Options*

Press **START** to pause the game, then press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**, **START**. This only works once per level.

*Continue*

When the "Game Over" screen appears, press **Down**, **Up**, **B**, **A**, **B**, **A**, **B**, **A**, **START** to continue on the stage where you lost your last ship.

**THE GUARDIAN LEGEND***Special Password*

Enter TGL as your password to play only the shoot-'em-up stages without the adventure mode.

*Powered-Up Password*

NyfK PSZg S0lg V0lg YlG Yttz H8cx zkhV

*Sound Test*

At the title screen, hold **A** + **B** and press **RESET**. Press **Down** to play the tune you selected; press **Up** to stop it.

**GUMSHOE***Continue*

If you continually press the **Fire** button on your Zapper at the "Game Over" screen, you can continue on the stage where you lost your last life.

**GUN-NAC***Stage Select/Invincibility*

At the title screen, choose CONFIG.SYS, set "SOUND TEST" to 5, then move to the "AREA" option. Press **Left** or **Right** to select any stage. When you begin your game, you will be invincible as well.

**GUNSMOKE***Extra Ammo*

At the title screen, press **A**, **A**, **A**, **A**, **SELECT**, **SELECT**, **SELECT**, **SELECT**, **Right**, **Right**, then press **START**. Pause the game and you will see 300 machine gun rounds in your inventory.

**GYRUSS***30 Free Ships*

At the title screen, enter **A**, **B**, **Right**, **Left**, **Left**, **Down**, **Down**, **Up**, **Up**.

**THE HUNT FOR RED OCTOBER***Cheat Codes*

During the game, press **START** to pause, then enter any of the following codes to get different effects:

**A**, **B**, **SELECT**, **Right**, **Left**, **Left**, **Right**, **SELECT**, **B**, **A**, **B**, **A**, **START**—Skip the current stage (this only works once per game)

**A**, **B**, **SELECT**, **Right**, **Left**, **Left**, **Right**, **SELECT**, **B**, **A**, **B**, **A**, **START**—Extra lives (use this when you have 0 subs in reserve)

**A**, **B**, **A**, **Right**, **Down**, **Up**, **Left**, **Left**, **START**—Double Point Values

**Up**, **Down**, **Left**, **Right**, **Up**, **Down**, **Left**, **Right**, **A**, **B**, **A**—Slow down auto scrolling

**Up**, **Up**, **Down**, **Down**, **Left**, **Left**, **Right**, **Right**—No auto scrolling

**Up**, **Down**, **Left**, **Right**, **SELECT**—No sliding

**A**, **B**, **SELECT**, **A**, **B**, **SELECT**, **A**, **B**, **SELECT**, **START**—Full weapons

**HYDLIDE***Password*

X B N M X M P N W Q M N Q H B 7—Fight Boralis

**ICE HOCKEY***No Goalies*

At the title screen, hold **A** + **B** on both controllers and press **START**.

*Super Fast Puck*

At the team selection screen, hold **A** + **B** on both controllers and press **START**.

**IKARI WARRIORS***Continue*Press **A**, **B**, **A** after losing your last life.*Stage Select*

At the title screen—after the Ikari brothers have stopped shooting—carefully press the following buttons: **Up**, **Down**, **A**, **A**, **B**, **Left**, **Right**, **A**, **B**, **Up**, **A**, **Down**, **Right**, **Right**, **B**, **Up**, **A**, **Down**, **A**, **Right**, **Left**, **B**, **START**. When the stage number appears, press **A** and **B** to select any level.

**IKARI WARRIORS II: VICTORY ROAD***Continue*

Press **A**, **B**, **A** after losing your last life to continue on the stage where you left off.

**IMAGE FIGHT***Stage Select*

At the title screen, hold **A** + **B** on both controllers, then press **START** + **SELECT** simultaneously on Controller 1 to choose any stage.

**THE IMMORTAL***Level Passwords*

Level 2: SVYYX10006Y90

Level 3: 55T12100X10

Level 4: TT85X73100X60

Level 5: 845YV41002X60

Level 6: 650V61000Y90

Level 7: YT7Y7710038Y0

**INFILTRATOR***Stage Select*

Enter **BOMB** as your password to access a stage select option.

**IRON TANK***Password*

0 0 7 7 4 0 5—Last level

**IRONSWORD: WIZARDS AND WARRIORS II***Passwords*

M Q T R L Z P B R D Z Z—Begin with Ironsword

R L T R L Z P B M M Z K—Begin with axe and helmet

W B T R L Z P B D P Z W—Begin with shield

P J T R T G H T G L N M—Begin with all armor

B D T R B T T N N G N T—Final level

**JACKIE CHAN'S ACTION KUNG FU***Stage Select*

Turn the game on and press **START** repeatedly until you see Jackie Chan sitting down in the first stage. Then press **RESET**. On the title screen you should see five continuities. Next, press **Up**, **Up**, **Down**, **Down**, **Up**, **Down**, **B**, **A** on Controller 1; then **Controller 2** press **B**; **START** on Controller 1; and, finally, press **B** on Controller 2. You should now have a "1" by the word "start" and 99 continuities on the screen. Press **Up** or **Down** to select a starting stage.



# NES tips

NES tips

## JOHN ELWAY'S QUARTERBACK

### Open-Field Running

When you have the ball, pick either the "normal" or "reverse" play, and let time run out. If you quickly complete a pass to a teammate, he'll take off, leaving the rest of the players way behind him.

## JOURNEY TO Silius

### Nine Continues/Sound Test

At the title screen, press B 33 times and then START.

## JURASSIC PARK

### Stage Skip

When the huge dinosaur's head appears from the bottom of the screen before starting a game, press Down, Right, Left and repeat this until you hear an explosion. With this code in place, start the game. At any time, press START to pause, then press SELECT to skip to the next level.



## KICKLE CUBICLE

### Passwords

Extra Mode—F b g J Y A X  
Level 30—T J B Y E G C e

### Cameo Appearance

Hold the A button on Controller 2 when you turn the game on and continue to hold it down until Kickle appears at the title screen. Instead of the blue blob that usually appears on the left side, you will see Kid Niki, the main character from the NES game *Kid Niki: Radical Ninja*.

## KID ICARUS

### Powered-Up Passwords

ICARUS FIGHTS MEDUSA ANGELS

DANGER TERROR HORROR !!!!!!!

### Lower Prices in Shops

Upon entering a shop, press A + B simultaneously on Controller 2 to lower the prices. Sometimes the merchant will not appreciate this, and will raise the prices instead!

## KICKMASTER

### Password

♦ 8 G W G 9 9 N 9 ♦ ♦ F—Final level

## KING'S QUEST V

### Password

6 3 0 2 8 8 0 0 0 0 5 0 M N N—Fight Mor-dak

## KUNG FU HEROES

### Continue

After losing your last life, hold A and press START at the title screen to continue where you left off.



## LEGACY OF THE WIZARD

### Password to Start with Everything

C4TB RSSH 6RXC 1TJH

CUTK 3NFT YWMC WJYU

## THE LEGEND OF KAGE

### 1-Up

If you stay in the water of the moat and kill seven ninjas with your sword, a blue creature will fly across the screen. Catch him for a 1-Up. This works in all moat scenes.

## THE LEGEND OF ZELDA

### Password

Enter your name as "ZELDA" to start the game's second quest, with many of the items and dungeons in different places.

### Quick Save

To save your progress at any point during the game, press START on Controller 1, then press Up + A simultaneously on Controller 2.

## LEGENDS OF THE DIAMOND

### Password

BNGFJLMQZTW13 46WD3GZK51WL&—Final game

## LEMINGS

### Password

Z Q P L M—Level 25

## LIFE FORCE

### 30 Lives

At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START.

## LITTLE NEMO DREAM MASTER

### Dream Select

At the title screen, press Up, SELECT, Left, Right, A, A, B. Move the cursor to DREAM SELECT and press A once for Level 2, twice for Level 3, and so on.

## LITTLE NINJA BROTHERS

### Sound Test

Enter SOUND as your password.

## LODE RUNNER

### Stage Select

Begin a game, then press the SELECT button when the screen reads "Stage 1 Rest 05." After pressing the SELECT button, press A to switch stages.

## THE LONE RANGER

### Super Cheat Password

Type in /0810 7830 3251 2/ at the password screen. (Note: the last three spaces in the code should remain blank.) You'll get a level Select, \$9,999, 10 Sticks of TNT, Long-Barrel Gun, 50 Rounds of Regular Bullets and 50 Rounds of Silver Bullets.

## LOOPZ

### Stage Passwords

Stage 06—X P Q

Stage 11—J G S

Stage 16—A S L

Stage 21—P D S

Stage 26—W K K

Stage 31—Y L Y

## LOW G MAN

### Special Warp

Get to the Walker in Chapter 1, Scene 2, freeze it and kill the driver to get in. Then move a few steps to the left and use the Walker's special jump. You'll reach the top of the screen, at which time you should see a ledge. You'll find the door to the warp on this ledge.

Password for Chapter 5, Scene 1

Enter the password "BILL" to reach the next-to-last scene in the last chapter.



## MAD MAX

### Skip Car Adventure

Enter the password "MMAX".

## MEGA MAN 2

### Change Stars into Birds

After selecting a boss character's level, hold A + B to change the stars in the background into birds.

### Password

A3, B2, B4, C1, C3, D2, D3, D5, E5—Dr. Wily's Castle

## MEGA MAN 3

### Dr. Wily's Castle Password

This code should be entered using the blue ball: A1, A3, B2, B5, D3, F4.

Start with Nine Energy Tanks

Also place a red ball in A6.

The Best Order in which to Defeat the Bosses

Start with Top Man, then Shadow Man, Gemini Man, Spark Man, Needle Man, Snake Man, Magnet Man, and finally, Hard Man. Defeat each boss with the former one's weapon, except Spark Man. Use the shadow blades on him.

## Enemy Freeze

On Controller 2, press Up and A. You can't move left or right, but you can jump, so make sure you're facing the boss before you start blasting.

## MEGA MAN 4

### Password

A1, A4, B5, E2, F1, F3—Dr. Wily's Lair

## MEGA MAN 5

### Password

Red: C1, D4, F6; Blue: B4, D6, F1—Dr. Wily's Lair

## MEGA MAN 6

### Password

B2, B6, D4, E5, F2—Dr. Wily's Castle

## MENDEL PALACE

### Hidden Bonus Game

Hold START and SELECT at the same time during the title screen, then press RESET. A bonus game with an extra 100 rounds will appear.

## METAL FIGHTER

### Level Select

At the title screen, press and hold both A and B Then press the SELECT button the number of times that corresponds with the number of the level you wish to play, e.g. press the SELECT button twice for Level 2.

## METAL STORM

### Start on Stage 6-1

Enter "WJ6 JRZK K1B" at the password screen.

## METROID

### Passwords

JUSTIN BAILEY - - - - - Start without helmet + all weapons 999999 999999 KKKKK KKKKK—Challenging game

## MICKEY MOUSECAPADE

### Stage Select

Hold A, B, SELECT and one of the following directions on your controller, you'll be able to go to these areas: Up=Castle, Left=Woods, Down=Pirate Ship, Right=Ocean.

### Start at Last Level

Hit Up and START.

## MIGHTY BOMB JACK

### Skip Levels

In order to perform this trick, you must get to the first treasure room in Round One. Grab any one of the bombs. Immediately you will see another one of the bombs light up with a sparkle. Grab the other bombs in the treasure room, making sure to grab the lit bomb last. You will be transported to the Round Two treasure room! You can use this trick to skip as many of the normal stages as you wish. However, if you lose a life in one of the treasure rooms, you will be transported back to the last level you were on BEFORE entering a treasure room.

## MIGHTY FINAL FIGHT

### Extra Energy Levels

Start a game as Haggar, then die and continue as Cody or Guy. You will play with Haggar's energy levels, which are higher than Cody or Guy's.

## MIKE TYSON'S PUNCH OUT!!

### Passwords

005 737 5423—Major Circuit

777 807 3454—World Circuit

267 853 7538—Super Macho Man

007 373 5963—Mike Tyson

Another World Circuit

Set the password numbers to 135 792 4680, then press SELECT + A + B simultaneously to register the password.

See the Credits

Set the password numbers to 106 113 0120, then press SELECT + A + B simultaneously to register the password.

## Busy Signal

Enter any of the following passcodes:

206 882 2040

075 541 6113

800 422 2602

You'll hear a sound that resembles a telephone busy signal. This is just a programmer's practical joke; these three codes were the original phone numbers for Nintendo's U.S. headquarters, Japan headquarters and U.S. Game Counselor hotline.

## MILON'S SECRET CASTLE

### Continue

First, you must obtain the first crystal. From that point on, whenever you lose your last life, you can continue where you left off by holding Left when you press START at the title screen.

## MISSION: IMPOSSIBLE

### Area Passwords

Area 2—H M P R

Area 3—K M V W

Area 4—X D G J

Area 5—T V J L

Area 6—Q B Y Z

## MONOPOLY

### Control/Computer Opponents

Before rolling the dice, press and hold START and press SELECT. The computer will ask, "To whom am I speaking?" Choose the character you want to control and hit the A button. When that character's screen appears, move the cursor to Game Control and press the A button again. Now you can choose your opponent's gameplay option, then continue along with your game.



## N.R.C.

### High Score and Free Men

On Level 3, get in the car and run over the different bad guys until your money, drugs recovered and rocket bombs reach 99. Then go to the third dumpster and wait for the helicopter, but don't destroy it yet. Jump on top of the second dumpster, and wait for the helicopter to appear, then shoot it down. Helicopter will appear repeatedly. Use all 99 rocket bombs to destroy them, and you will earn a score high enough to get five or six free men.

## NES PLAY ACTION FOOTBALL

### Password

H M 2 9 Q R 0 6 S F—Championship Game: S.F. vs. Chicago

## NES OPEN TOURNAMENT GOLF

### Second Chance

For a second chance at a bad shot, press RESET before the next shot is set up. Choose the same options as before and continue the game.

## NINJA GAIDEN

### Sound Test

When the screen reads, "Tecmo presents 1989," press and hold Down/Left + SELECT + A + B, then press START.

## NINJA GAIDEN 2

### Sound Test

At the title screen, hold Up/Left + SELECT + A + B and press START. The screen will turn blue and a baby Ryu will appear with a sound test menu.

### Special Sound Test

To get a special "Musicruise" sound test, let the title screen fade to black, then press START (the title screen should reappear). Let the title fade to black again, then press START. Now hold Up/Left + SELECT + A + B and press START. This menu shows both Ryu and Irene; it also gives you the names of the tunes and shows volume bars!





# Game Genie codes for NES



# GAME GENIE FOR NES

**1942**  
PASIOAO—Both players start with 9 rolls  
AESUTYZE—Start with 9 lives, 1-player game only  
AAKUUAZE—After continue, player 1 has 9 lives in 2-player game  
AASUOAZE—Player 2 has 9 lives in 2-player game

**1943**  
TOSNLLE—30 power points  
AEVYLAE—Start on mission 5  
ZOVVZLAA—Start on mission 10  
GOVYLAE—Start on mission 15  
TXVYVZLAA—Start on mission 20

**3-D WORLDRUNNER**  
AEUOLTPA—Infinite lives  
PEUPPTLE + PLVOLTLU—Start with 9 lives  
SXUPZGVG—Freeze timer  
NNKOYGEK—Slow down timer  
AVXOYEGG—Speed up timer  
AEUOVIAG—Start with and keep laser missiles  
OXUNISX—Autofire  
XZEAUOOZ + PAEAKPAA + VAEAPSA—Start on world 2  
XZEAUOOZ + ZAEAKPAA + VAEAPSA—Start on world 3  
XZEAUOOZ + LAEAKPAA + VAEAPSA—Start on world 4  
XZEAUOOZ + GAEAKPAA + VAEAPSA—Start on world 5  
XZEAUOOZ + IAEAKPAA + VAEAPSA—Start on world 6  
XZEAUOOZ + TAEAKPAA + VAEAPSA—Start on world 7

**720\***  
S2UYASVK—Infinite continues  
PEXKLZLE—9 continues  
GEKKYZAA—Start with all equipment  
XVXGGXSX + OXXGIXTE + ZEXGTZZA—Start on level 2  
XVXGGXSX + OXXGIXTE + LEXGTZZA—Start on level 3  
XVXGGXSX + OXXGIXTE + GEKGTTZA—Start on level 4

**8 EYES**  
GXOUUSE—Most attacks won't damage Orin  
GXNGNOSE—Most attacks

won't damage Cutrus  
AGVXGYZ—Start with more energy—Orin  
AGVXXYZ—Start with more energy—Cutrus  
YZVXTZAE—Start game with some item power  
GXSLLKVSE—Never lose item power once gained  
VTOVNTVA—Start game with dagger

**A BOY AND HIS BLOB**  
ZAULNGIE—Double lives  
GXKEOPVG—Infinite lives  
S2XLXKSU + YYXLUGEY—Gives 101 of all starting Jellybeans  
AAVKIPPA—Infinite Jellybeans  
SXEZAAZ—Fast play  
AVOGAEZO—Invincible  
AVOPVGEI—Never take damage from enemies  
APEUUIAA—Gives 10 Orange Jellybeans  
AONUSGAA—10 Lime Jellybeans  
OONLOGZN—99 Licorice Jellybeans  
AUNLUGL—Double Strawberry Jellybeans  
TUNLNKAP—Double Cola  
Jellybeans  
AKNUOGGX—Double Cinnamon Jellybeans  
GXNUUGZP—Double Apple Jellybeans  
AVNUNGAL—Double Vanilla Jellybeans  
ZPLNITA—Double Ketchup Jellybeans  
AONLSGTE—Triple Coconut Jellybeans  
APELUTE—Triple Rootbeer Jellybeans  
APEUJIAA—10 Vitamin A for Vita-Blaster  
APEUNIAA—10 Vitamin B for Vita-Blaster  
APOLOIAA—10 Vitamin C for Vita-Blaster

**THE ADDAMS FAMILY**  
PEVGAL—Start with 9 lives—1st game only  
GXSVAVUK—Infinite lives  
GXKZSVK—Infinite life  
GXEVLVVK—Infinite life  
PEKGTAEE—Start in the tree  
ZEKGTAEE—Start in the

crypt  
LEKGTAEE—Start in the hallway  
AEKGTAEE—Start in Fester's room  
PEKGTAEE—Start in Pugsly's room  
ZEKGTAEE—Start in the toy room  
LEKGTAEE—Start in Wednesday's room  
GEKGTAEE—Start in the attic  
YEKGTAEE—Start in a secret room  
AOKGTAEE—Start in a secret room  
POKGTAEE—Start in a secret room  
IOKGTAEE—Start in the bone room  
PKXGTAEE—Start in the freezer  
ZKGTAEE—Start in the furnace  
AXKGTAEE—Start in Gomez's room

**ADVENTURE ISLAND II**  
PEXVAALA—2 lives  
TEXVAALA—7 lives  
PEXVAALE—10 lives  
SXLNOLVK—Infinite lives  
SZUIGEVK—Infinite energy  
AENZTPAZ—Reversible skateboard  
ALKXAAZ—Faster running  
AAKSEYZA—Don't lose energy from hitting objects  
SXSUOOSU + GEXULGPA—Higher jump

**ADVENTURE ISLAND 3**  
PESZAALAE—Start with 9 lives  
SXLNOLVK—Infinite lives  
GXUUGOSO—Keep items after dying—after 1st stage  
VTVZZESE—Start with 2 Red Taylors  
VTVZIESE—Start with 2 Blue Taylors  
VTVXAEE—Start with 2 Classes  
VTVXLE—Start with 2 Don-Dons  
VTVXTE—Start with 2 Poles  
VTNZPESE—Start with 2 boomerangs  
VTNZGESE—Start with 2 axes  
VTNZYSE—Start with 2 invincibility crystals  
SUEZEXLN—Mega-jumping Master Higgins  
AAKXGTZA—Get 99 lives when you pick up 100 fruit

**ADVENTURES IN THE MAGIC KINGDOM**  
LAKUTGTA—'Life' costs less  
GAKUTGTE—'Life' costs more  
GAKUYKAA—'Freeze' costs less  
YAKUYKAE—'Freeze' costs more  
IASLAKZA—'Invincible' costs less  
GPSLAKZA—'Invincible' costs more  
TASLPGKA—'Life Up' costs less  
APSLPKGE—'Life Up' costs more  
GXELLNSX + AAXUAXGY—All items for free!  
PEVIEALE—Start with 9 lives  
SXYKUVOV—Never lose a life in 'attractions'  
PEKGTAEE—Start in the tree  
ZEKGTAEE—Start in the

time  
AGKULZKL—Less 'Freeze' time  
EGSUYXGL—More 'Invincible' time  
SZSTGVVK—Infinite candles  
EYKVNKNX—Mega-jump

**THE ADVENTURES OF BAYOU BILLY**  
GZOVLLVG—Infinite lives  
PEKVIZZA + SXOOVKVK—Infinite energy  
AAETAGZA—Start with 1 life  
IAETAGZA—Start with 6 lives  
AAETAGZE—Start with 9 lives  
PAEVZGAA + UYEVGKPU + AAEVAGGA—Start on level 2  
ZAEVZGAA + UYEVGKPU + AAEVAGGA—Start on level 3  
LAEVZGAA + UYEVGKPU + AAEVAGGA—Start on level 4  
GAEVZGAA + UYEVGKPU + AAEVAGGA—Start on level 5  
IAEVZGAA + UYEVGKPU + AAEVAGGA—Start on level 6  
TAEVZGAA + UYEVGKPU + AAEVAGGA—Start on level 7  
YAEVZGAA + UYEVGKPU + AAEVAGGA—Start on level 8

**ADVENTURES OF DINO RIKI**  
SZEETTVG—Start with infinite lives  
AESEPGZA—Start with 1 life  
IESEPGZA—Start with 6 lives  
AESEPGZE—Start with 9 lives  
S2UENZGV—Start with infinite life hearts  
GESEIGZA—Start with 4 life hearts  
AESEIGZE—Start with 8 life hearts  
VKEAPISA—Start Macho (big), stay Macho  
VVEAPISA—Start as Macho-Riki  
IEVASPIG—Once Macho, stay Macho  
TKSAAGSA + ZEKEIGAA—Start on stage 2-1  
TKSAAGSA + GEKEIGAA—Start on stage 3-1  
TKSAAGSA + TEKEIGAA—Start on stage 4-1  
TKSAAGSA + AEKEIGAE—Start on stage 4-2  
TKSAAGSA + ZEKEIGAE—Start on stage 4-3  
TKSAAGSA + GEKEIGAE—Start on stage 4-4  
TKSAAGSA + ZEKEIGAE—Start on stage 4-5

**ADVENTURES OF LOLO**  
S2XOPSPVG—Infinite lives  
PEKPOAIA—1 life for Lolo  
PEKPOAIE—9 lives for Lolo

**ADVENTURES OF LOLO 2**  
GZXPVLVG—Infinite lives  
ZESPXPIE—Start with 10 lives  
YESPXPIE—Start with 15 lives  
ZAEPSZAA—Start with 2 magic shots  
GAEPZSAA—Start with 4 magic shots  
GXNXUAVG—Never lose magic shots  
GEUPKPAE—Start at world 10  
PEUPKPAE—Start at world 15  
LOUPKPAE—Start at world 20  
AOUPKPAE—Start at world 25  
IOUPKPAE—Start at world 30

**ADVENTURES OF LOLO 3**  
S2XASZVG—Infinite shots for the room on pick-up

**THE ADVENTURES OF ROCKY AND BULLWINKLE & FRIENDS**  
PAOEZAGA—Start with 2 lives  
AAOYEZA + AEEIGXZA—Start game with no bombs  
TPOEYEZA—Start game with 30 bombs  
[CODES 4 AND 5: ONLY WHEN HE HAS FULL ENERGY]

TAVE YGYA—Rocky loses no energy when flying  
TAEVAGZA—Rocky loses more energy when flying  
AANAIGPA—Bullwinkle loses no energy when headbutting

ANAPGGE—Bullwinkle loses more energy when headbutting  
S2NEUVKVK—Infinite lives

**ADVENTURES OF TOM SAWYER**  
VZOGGPVG—Infinite Toms PEUZIALE—Player 1 starts with 9 Toms  
PANXLLE—Player 2 starts with 9 Toms  
IAXGTSZVU—Only 5 T's lost from skulls  
OGS2ZSVU—Start at the river—Player 1  
K1S2ZSVL—Start in the forest—Player 1  
NIS2ZSVU—Start in the house—Player 1  
XTS2ZSVU—Start in the sky—Player 1  
SYS2ZSVL—Start in the cave—Player 1  
ZEEZALPA + AEEZLLE—Start at the river—Player 2  
LEEZALPA + IEEZLLE—Start in the forest—Player 2  
GEEZALPA + ZOEZLLE—Start in the house—Player 2  
IEEZALPA + YOEZLLE—Start in the sky—Player 2  
TEEZALPA + GOEZLLE—Start in the cave—Player 2

**ADVENTURES OF TOM SAWYER**  
Z2UPLVVG—Infinite lives outside fortress  
PAVPKZLE—Start with 9 lives GXKKSIST + GXKNIST—Don't take damage inside fortress  
AAKPSTPA—Infinite Beam Bullets  
APKZNGIA—Pick up double bombs  
YYNXUZVG + YNEZEZVG—Pick up extra energy

**AIR FORTRESS**  
S2UPLVVG—Infinite lives outside fortress  
PAVPKZLE—Start with 9 lives GXKKSIST + GXKNIST—Don't take damage inside fortress  
AAKPSTPA—Infinite Beam Bullets  
APKZNGIA—Pick up double bombs  
YYNXUZVG + YNEZEZVG—Pick up extra energy

**AIRWOLF**  
PAUGVILE—Start with 9 lives PVXKKL—Start at last mission reached  
IZVAPXYE—Start with 45 missiles  
GKSZAPVG—Start with infinite missiles  
IEVAISYA—Sets missiles to 5 when you refuel  
TOVAISYA—Sets missiles to 30 when you refuel

**ALFRED CHICKEN**  
AASGITZA—Start with 1 life PASGITZA—Start with 2 lives EVKNKAPA—Infinite lives AVULEEZ—Infinite time

OZXKXZOU + LAXKUZPI—3 balloons needed to complete A level  
OZKXZOU + ZAXKUZPI—2 balloons needed to complete A level  
OZKXZOU + PAXKUZPI—1 balloon needed to complete A level  
NNXYPZPZU—255 points for each present collected  
GVXYPZPZL—108 points for each present collected  
PAKLPTPA—Only need 1 diamond for an extra life

**ALIEN SYNDROME**  
S2UNYXVK—Infinite time GUONPPLL—Set timer to 440 PAOGPIGA—Both players—1 life  
AAOPIGE—Both players—8 lives PAVKGIAA—Start with flame thrower ZAVKGIAA—Start with fireball

LAVKGIAA—Start with laser AEEKXONY—Don't lose life when shot or touched AANGVXN—Don't lose life from falling down holes PEXGLG—1 life after continue AEXGLG—8 lives after continue PENNELAP + KUNNXLAA + LENNULAZ—Start on round 2 ZENNELAP + KUNNXLAA + LENNULAZ—Start on round 3 LENNELAP + KUNNXLAA + LENNULAZ—Start on round 4 GENNELAP + KUNNXLAA + LENNULAZ—Start on round 5 IENNELAP + KUNNXLAA + LENNULAZ—Start on round 6 TENNELAP + KUNNXLAA + LENNULAZ—Start on round 7

**ALPHA MISSION**  
S2XPYVG—Infinite lives PASATLLE—Start with triple lives NYKAYLLE—Start with all weapons available GZNAILSA—Keep power up after death GZNAYLSEA—Keep energy after death GAEQUEAA—Thunder uses 25% normal energy TEXLPTZA—Triple energy gained on 'E' pick-up SZEGGASA—Shield doesn't use energy IZNAEGSA—You can re-use weapon after selecting

**AMAGON**  
AAXGNYPA—Start with infinite lives AEOVZGE—Start with 8 lives GZS1ZSP—Infinite mega-power PEOPVZGA—Start with no bullets! YEOVPZGA—Start with 600 bullets AAVYLTPA—Start with infinite bullets LAVKUIZA—Gain 30 bullets on pick-up



## AMERICAN GLADIATORS

GOXALTIA—Start with 20 lives—player 1  
GOVALTIA—Start with 20 lives—player 2  
GLUOZGLV—Less joust time  
GZXLUVK—Stop joust timer  
GLOEGALV—Less cannonball time  
GZEPGOVK—Stop cannonball time  
GLKXXLVL—Less wall time  
GXOEVXVS—Stop wall timer  
LTXATNL—More assault time  
PZXATNU—Less assault time  
GZSAINVK—Stop assault timer  
LTSOZOIL—More power ball time—level 1  
LTSOLOAL—More power ball time—level 2  
LTSOGPLL—More power ball time—level 3  
LTSOIOTZ—More power ball time—level 4

## ANTICIPATION

ZUUPNPP—More time to answer questions  
YEUPYNPO—Less time to answer questions  
AANZATEG—Infinite chances

## ARCH RIVALS

ALXNZGU + ALNLPGGU—More time for a quarter  
ZLXLNZGL + ZLNLPGL—Less time for a quarter  
AVNPLAAZ + ATVPAPAZ—Run faster without ball  
IXVOPAGA + IZSPGPGA—Super speed

## ARCHON

AASIEUT—Unrestricted ground movement  
AAKIGAGA—Unrestricted flying movement

## ARKANOID

PAOPUGLE—Player 1 start with 9 lives  
OZNEATVK—Infinite lives, players 1 & 2  
IAOONGPA—Player 1 start at level 5  
ZAONGPE—Player 1 start at level 10  
YAONGPE—Player 1 start at level 15  
GPOONGPA—Player 1 start at level 20  
PPOONGPE—Player 1 start at level 25  
TPOONGPE—Player 1 start at level 30  
SXNAIAAX—No bat enhancement capsules  
SVATAAX—No lasers

## ARKISTA'S RING

PAKETILE—9 lives  
SZULKVK—Infinite lives  
ZAKATIIA—Start with fewer hearts  
PAKATIIE—Start with more hearts  
LAEPYSSA—Less damage from powerful monsters  
GZOPTIST—Infinite energy  
IPUAGSLA—20 continuities

## ASTYANAX

AUEKGUA—Infinite spell energy  
SZUGTISA—Infinite life energy  
AZKAVZGO—Double life and spell energy  
IEUEUGZA + IASAXZZA—Start with double lives  
AUEUGZE + AASAZZZE—Start with triple lives  
PAKEKZAA—Start with Blast Spell  
ZAKEKZAA—Start with Bind Spell  
GPKAXZGA—Start with extra weapon power  
SZUGEUVK—Keep weapons after death

## ATHENA

AEKNLPE—Start with 9 lives

GUZLISA—Don't take any damage (after first 2 units)  
AKKNYOGA—Start with energy boost  
AAUULPYA—Freeze timer  
ASVAYIA—Start with extra time  
GASVAYIA—Start with less time

## BACK TO THE FUTURE

AEXEGAGE—Start with 8 lives  
SZKEGOVK—Never lose a life in Hill Valley game  
SXEOLOVK—Never lose a life in Cafe game  
SKXALKOV—Never lose a life in School game  
SXVELOVK—Never lose a life in Dancing Hall game  
AVVOUZSZ—Disable all timers

## BACK TO THE FUTURE II & III

LAXKZPA—30 lives  
SXXELOVK—Infinite lives  
ZAKXYZPA—20 nuclear fuel units  
LAXKYZPA—30 nuclear fuel units  
GZEEPZST + GZOEZZST—Infinite fuel  
PEKASEPO—Quicker shots  
GZAKGSA—Keep shots

## BAD DUDES

SZNKASVK—Infinite lives  
GXOKASVK—Infinite continues  
PENXYZLE—Start with triple lives and continues  
PESAYIE—Gain double usual energy from drinks  
APEETPY—Become completely invincible!

## BAD STREET BRAWLER

OZIOPVK—Infinite lives  
PAXITALE—Start with 9 lives  
GEUZZYAA—Start on level 5  
PEUZZYAE—Start on level 10  
TEUZZYAE—Start on level 15  
SZOITNVK—Don't die at time out

## BALLOON FIGHT

SUNINZVI—Infinite lives  
AENYPZPE—Start with 9 lives  
PEUYTLZA—Start with only one balloon  
AVXTNYKA—Balloons are unbreakable  
GENNIPAA—Start on level 5—2 players only  
PENNIPAE—Start on level 10—2 players only  
TENNIPAE—Start on level 15—2 players only

## BARBIE

SXSKSNVK—Infinite Z's on Dream Meter  
PEEZEEZIA—Start with nine Z's on Dream Meter  
PEEZEEZIA—Start with one Z—1st credit only  
SZVAAVK—Can re-enter Barbie's dream an infinite number of times  
AEEVYAZA—Cannot re-enter Barbie's dream

## BASES LOADED 4

SZNXGUUV—Balls do not count  
SXYXYUVV—Strikes do not count  
PEOXGLZA—2 strikes and you're out  
LEOGLZA—4 strikes and you're out  
AANZGLLA—1 ball and you walk  
PANZGLLA—2 balls and you walk  
ZANZGLLA—3 balls and you walk  
PANPUTAA + PEOETGAA—Some batters start with 1 and 1 (2-player mode)  
ZANPUTAA + ZEOETGAA—Some batters start with

count of 2 and 2 (2-player mode)

## BATMAN

SZUGJVTG—Infinite lives  
AEEKGZ—Start with 9 lives  
GEEPOTPA—Extra energy on heart pick-up  
GZNOUGST—Infinite pellets after pick-up  
GPSPVXA—Double usual pellets on pick-up  
IASPVXA—Half usual pellets on pick-up

## BATMAN: RETURN OF THE JOKER

SZKXONSE—Protection from enemy bullets  
SzsZKXSE—Protection from collisions  
SXSATXSE—Protection from "electric grids"  
GVXILGZA—Start with 100 lives

## BATTLETANK

SLXTEEV—Infinite ammo  
TOVZIAZL—Start with half 150mm ammo  
LVZIAZL—Start with double 150mm ammo  
ZUVXTAPA—Start with more wire guided shells  
LVVXTAPA—Start with max max wire guided shells  
ZUNXAAPA—Start with more smoke shells  
L VNXAAPA—Start with max smoke shells  
LGEZPPVO—Start with less 50mm shells  
NEYZPPVO—Start with max 50mm shells  
GTEZIOEG—Start with less 50mm ammo after mission 5  
NEYZIOEG—Start with max 50mm ammo after mission 5  
SXOPAAT + SXSLNPSA—Take infinite hits

## BATTLETOADS

PENVZILE—9 lives  
GXKZLVI—Infinite lives  
GXIEUSL—Enemies easier to kill  
EYSAUVEI—Mega-jumping  
AEUZITPA—Super fast punching  
ZAXAALAA—Start on level 2—Wookie Hole  
LAXAALAA—Start on level 3—Turbo Tunnel  
GAXAALAA—Start on level 4—Arctic Cavern  
IAXAALAA—Start on level 5—Surf City  
TAXAALAA—Start on level 6—Karnath's Lair  
YAXAALAA—Start on level 7—Volkmire's Inferno  
AAXAALAE—Start on level 8—Intruder Excluder  
PAXAALAE—Start on level 9—Terra Tubes  
ZAXAALAE—Start on level 10—Rat Race  
LAXAALAE—Start on level 11—Clinger Winger  
GAXAALAE—Start on level 12—The Revolution!  
AOUKXNA—Double energy from flies  
YUXKXNAE—Maximum energy from flies!

## BATTLETODDS / DOUBLE DRAGON

IEEOOALA—Start with full lives  
GKXLAALI—Infinite lives (except stage 4)  
GZOSXPVI—Infinite lives on stage 4  
PEVELZ—Start with 10 continuities

IYKNIKG—Bonus score now gives invincibility (instead of invincibility pod)  
YPSYPIGIE—Longer invincibility  
ILSYPIGIA—Even longer invincibility  
AOSEVAZA—Double Dragon super punch  
AOUEUAGA—Battletoads super punch  
AXUIPOYA—Stronger enemies

## BEST OF THE BEST CHAMPIONSHIP KARATE

AANIGYPA + VTNIPYSA—Each round is 0:10 instead of 1:00  
PANIGYPE—Each round is 9:00

PAOSUZIA—Each match is 1 round  
ZAOUSZIA—Each match is 2 rounds  
LAOSUZIA—Each match is 3 rounds  
GAOSUZIA—Each match is 4 rounds  
TAOSUZIA—Each match is 6 rounds  
SXVSAZVG—Infinite time (round never ends)

OXNSGIOU + ZUNSIZA—All physical types are 30  
OXNSGIOU + ZUNSIZA—All physical types are 50  
ZLEAZETP—Start with 50 resistance points  
ZLEAPEZ—Start with 50 strength points

ZLEALAGP—Start with 50 reflex points  
TGEAZETP—Start with 70 resistance points  
TGEAPEZ—Start with 70 strength points  
TGEALAGP—Start with 70 reflex points

AAEVVAGE + AEETOPZA—Gain more strength and reflex points in training  
AEEVVAGA + AEETOPZA—Gain more resistance points in training  
AAEGLZ—Start with 6 lives  
AAEGLZ—Start with 9 lives  
GZSOEVK—Infinite homing missiles  
GXKPEOVK—Infinite Thunderbreaks  
GSOVXVK—Infinite multi-warheads

## BLADES OF STEEL

GEUGTTYA—Faster timer  
GOUGTTYA—Slower timer  
PAXZLGLA—Players can take only one punch  
AAOSAAZA—Player with punch doesn't slow down

## BLASTER MASTER

SZUGVUVS—Infinite nitros  
TVTUVYON + SZVUAOSE—Player 1 gets player 2's nitros  
NNKXXLGV—Longer nitro boost  
AXXXXLGT—Shorter nitro boost  
GEKAOKAA—Engines are half price

PEAKOKAE—Engines cost more  
LEKAXGTA—Tires are half price  
PEKAXGTE—Tires cost more  
ZEKAUGGA—Transmission work is half price  
AEKAUGGE—Transmission work is double price  
PEKAKGZA—Suspension is half price  
TEKAKGZA—Suspension is triple price

**BIGNOSE THE CAVEMAN**  
PEUYTITLE—9 lives  
SXOTPVG—Infinite lives  
ANENAKLL—Slower timer  
AXENAKLL—Faster timer  
AEEYYZPA—Never lose bones when buying  
XXXIT5Z + VEKYAVSE + AOUGTAE—Start on Monster Island  
XXXIT5Z + VEKYAVSE + ZOUNGTA—Start on Terror Island

**BILL & TED'S EXCELLENT VIDEO GAME ADVENTURE**  
SZKUPVK—Infinite skeleton keys  
SZEKOSE—Infinite coins for locals  
OUOOUEOO—Infinite Good Stuff  
SXOTTOSE—Phone call segments cost only 1 coin  
OKKUTIO—Ted starts with 99 coins instead of 15  
OOSVAPIO—Bill starts with 99 coins  
IEKKUTIP—Ted starts with 5 coins  
IESVAPIP—Bill starts with 5 coins

**BILL ELLIOTT'S NASCAR CHALLENGE**  
EUEKTLEP—Accelerate faster  
SUETVKV—Infinite 'free time' in the pits  
SXAIZVKV—Freezes timer while crew works on car in pits

**BIONIC COMMANDO**  
SZNUYVK—Infinite lives in main game  
SXUEZPVG—Infinite lives in sub-game  
AAUGSZZA—Start with 1 life  
IAUGSZZA—Start with double lives  
AAUGSZZE—Start with triple lives  
VGKKNXUK—Start with 3-way gun  
LAUKOZAA + XTUKUXVU—Start with 3 life energy capsules  
SXSTYNVK—Don't take damage from bullets and collisions  
VTNUTVKV—Don't take damage from spikes  
SZAOUVKV—Don't take damage from bullets and collisions in sub-game  
XYXUUQDN—Autofire in main game  
AAKUOOZA—Use with above code for improved autofire with normal gun

**BLADES OF STEEL**  
GEUGTTYA—Faster timer  
GOUGTTYA—Slower timer  
PAXZLGLA—Players can take only one punch  
AAEGLZ—Start with 6 lives  
AAEGLZ—Start with 9 lives  
GZSOEVK—Infinite homing missiles  
GXKPEOVK—Infinite Thunderbreaks  
GSOVXVK—Infinite multi-warheads

**BLASTER MASTER**  
SZUGVUVS—Infinite nitros  
TVTUVYON + SZVUAOSE—Player 1 gets player 2's nitros  
NNKXXLGV—Longer nitro boost  
AXXXXLGT—Shorter nitro boost  
GEKAOKAA—Engines are half price

# Game Genie for NES



Codes for use with Galoob's Game Genie Video Game Enhancer for the Nintendo Entertainment System

# Game Genie codes for NES

IAEKPLAA—Start with 5 of each weapon  
ZAEKPLAE—Start with 10 of each weapon  
YAEKPLAE—Start with 15 of each weapon

## BOMBERMAN

SXPKAG—Infinite lives  
AEZKL—Start with 1 life  
PEZKL—Start with 10 lives  
SZIGAT—Stop timer  
VPKGKG—Decrease time  
VYKGKG—Increase time  
ZELGYU—Start on stage 10  
GOLGYL—Start on stage 20  
TOLGYU—Start on stage 30  
AXLGYU—Start on stage 40  
ZULGYL—Start on stage 50  
AXKKALAP—Start with double power bomb blasts  
AUKKALAP—Start with triple power bomb blasts  
EKKALAP—Start with maximum power bomb blasts!  
NYKXUIEX—Increase bomb detonation time  
AYXKUIEX—Reduce bomb detonation time  
XZEGNIVZ + PAEKEIGN—Use up to 9 bombs  
OKEVKPSX + AESKNKT—Start with and keep remote controller  
GXEKLGSA—Never lose remote controller after pick-up  
AESKGUZ—Demo start—start with remote controller, bigger bombs and more bombs  
OZKNNPK + AEEGEYPA—Walk through walls

## BOMBERMAN 2

AEEGEPEZ—Start with 9 lives  
GKKGKVK—Infinite lives  
GXKONEVK—Infinite timer  
LVXOUELL—Slower timer  
TOXOUELU—Faster timer  
AEKAZYLA—Always have detonator  
YNEOLXLK—Bomb has a longer fuse  
AXEOLXLG—Bomb has a shorter fuse  
GXOLSXVS—Stop bombs from exploding  
GAKSTAA + GASKTAA—Super start  
OXXAPYSX + PEXAZNVZ—Always walk through bombs  
OXEQGSX + PE0EINSZ—Always walk through walls  
EASPTANG—Dollar sign acts as flame face  
GYSPTANG—Dollar sign acts as bomb  
KASPANTANK—Dollar sign acts as heart with bomb  
OPSPTANG—Dollar sign acts as skates  
OZPSTANK—Dollar sign acts as vest for a short time

## BONK'S ADVENTURE

SZVZINVK—Infinite lives  
AEKAAA—Start with 1 life  
IEKAAA—Start with 6 lives  
AEKAAA—Start with 9 lives  
GEUAAEGA—Start with less initial energy (but more maximum energy)  
AOUAAEAE—Start with more energy  
GASZTYAA—Gain energy from picking up smiles  
YEKELAAA—Start on stage 2-1  
IEXELAEE—Start on stage 3-1  
ZOXELAAA—Start on stage 4-1  
YOXELAAA—Start on Stage 5-1  
PXELAAA—Start on stage 6-1

## BOULDER DASH

SLEZXTVI—Infinite lives  
PAKIELLE—9 lives  
PEOXYELE—9 lives after continue

YOSGXYNU—Speed up timer  
NNSGXYNU—Slow down timer  
SXSGSYAX—Stop timer

## BRAM STOKER'S DRACULA

NUNTZUKU—Infinite lives  
SUXLISVS—Infinite energy—except falling off cliff  
AEVGPPA—Infinite time  
ZEVGPPA—Faster timer  
UUETEIZE—Infinite weapons—except scene 1 daytime  
NNNSGZPE—Disable axe

## BREAKTHRU

GZKUPVPG—Infinite lives for both players  
GZKSZLVG—Freeze weapon timer  
PEUKPZLE—Player 1 start with 9 lives  
PEKGZLE—Player 2 start with 9 lives  
ZANKLZPA—Start game on level 2  
LANKLZPA—Start game on level 3  
GANKLZPA—Start game on level 4  
IANKLZPA—Start game on level 5  
LTUKTLAA—Start each life with 3-way firing and 99 seconds

## BREAKTIME

VAEVLISA + PAVEGLAA—Start in Milwaukee  
VAEVLISA + ZAVEGLAA—Start in Atlanta  
VAEVLISA + LAVEGLAA—Start in Los Angeles  
VAEVLISA + GAVEGLAA—Start in Las Vegas

## BUBBLE BOBBLE

PAUKEZLE—Both players start with 9 lives  
ZAUGEZPE—Start game on level 10  
PPUGEZPA—Start game on level 25  
ZLUEZPA—Start game on level 50  
LGUEZPE—Start game on level 75  
ZAOGOLGA—Skip only 2 levels  
ZAOGOLGE—Skip 10 levels  
ZANEAGPA + NNEEAKVN—Monsters move faster  
LANEAGPA + NNEEAKVN—Monsters move super fast  
LANEIGZA + SNEEIKVN—Angry monsters move faster  
AAUJLSSP—Lots of bubble power  
AANSIGTA + AESIPGTA—Always wear turbo shoes

## BUBBLE BOBBLE II

PEXEALE—9 lives—player 1  
PEVATZLE—9 lives—player 2  
SZNOSAVK—Infinite lives—both players  
LEXAUPA + LESOZTPA—Start each life with 3 hearts  
IEXAUPA + IESOZTPA—Start each life with 5 hearts  
OXXANUPX—Blow bubbles further  
ASKEGPZA—Start on level 80

## BUCKY O'HARE

PAELEYZE—Start with 10 lives  
PEXGVYZE—10 lives after continue  
SZVKOTVG—Infinite lives  
TAOLKYGP—Start with 1/2 energy  
EPELVNGE—Double Bucky's special energy  
KZELVNKA—Triple Bucky's special energy  
KAEUXNGE—All characters start with normal special energy  
EPEUXNGE—All characters start with 2x special energy  
KZEUXNGA—All characters start with 3x special energy

## THE BUGS BUNNY BIRTHDAY BLOWOUT

SZVIGVK—Infinite lives  
LAOANZTE—Mega-jumping Bugs  
AOEXPZGE—Two hearts of energy gained on pick-up  
PEOXPZGA—Less energy gained on pick-up  
ATNZALAL—Stunned for longer  
IPNZALAL—Stunned for less time  
AASAKOTL—Use hammer when stunned

## THE BUGS BUNNY CRAZY CASTLE

SZOKGPVG—Start with infinite lives  
ZAUGPAIE—Start with 10 lives  
PXXTGGEN + PXXTAGAO—Start with super rabbit punches  
GXETZZEI—Become invincible  
GXKGZZEY—Baddies go as fast as Bugs Bunny  
GASGAAPA—Make platforms invisible  
SZOKGAAX + PEVXYVYAE—Start on level 10  
SZOKGAAX + LOXYYVYAA—Start on level 20  
SZOKGAAX + IOXYYVYAE—Start on level 30  
SZOKGAAX + YXXYVYAA—Start on level 40

## BUMP 'N' JUMP

AAVPNLGP—Jump OK, even with no power  
ZAUZAIPA—Gain double power on every pick-up  
AGVONLAA—Jump OK at any speed  
PANPNLIE—Set jump OK speed to 190  
LANPNLIA—Set jump OK speed to 130  
GEOAGGAA—Start on scene 5  
PEOAGGAE—Start on scene 10  
TEOAGGAE—Start on scene 15

## BURAI FIGHTER

PEOLATE—Extra lives for Eagle level  
AEOLPTGE—Extra lives for Altbatross level  
TEOLZTLA—Extra lives for Ace level  
VNOTENVK—Infinite lives  
LAXTPPVE—More power for weapons  
ZAXTPPVE—Maximum power for weapons  
PASVTPVE—Increase cobalt power picked up  
VTNYPSPA—Start with laser  
VTNYPSPA—Start with rotating pod  
OUVNAOXO—Never lose weapon power  
KXNYLZA—Never lose speed up  
KXVNYLZA—Never lose weapons  
KXNYLZSA—Never lose rotating pod  
AVVNLOZ—Never lose ANYTHING!

## BURGERTIME

SZSTVAVI—Start game with infinite lives  
AASGKLGE—Start game with 8 lives  
SLKIZYVI—Start game with infinite peppers  
APVGLSIA—Start game with double peppers  
GZVIAZEL—Anti-gravity shoes  
YPESOUGO—Peter Pepper gets super speed  
SZKNNIAX—Fast play for experts  
SXVSSXSU—Monsters always move slowly  
SXVSSXSU + GOVSVXAO—Monsters move at double

## speed

SXVSSXSU + YOVSVXAO—Monsters move at quadruple speed

## CABAL

UNUOTTNN—9 lives for players 1 and 2  
GXEOZVVI—Infinite lives  
NYVEOZUY—Start with 50 grenades  
AEUXSIPA—Infinite grenades  
GAVXNGGE—Pick up more grenades  
ZAVXNGGA—Pick up less grenades  
AKOPLZEG—Shorter immunity  
NNOPPLEK—Longer immunity

## CAPTAIN PLANET AND THE PLANETEERS

SXLYVVK—Infinite lives, outside levels  
S2SUGVVK—Infinite lives, inside levels  
PAETITGE—Start with 10 lives, inside levels  
SZNXGXVK + SZVXPVKV—Infinite power, outside levels  
SXXXEUVK + SZEUGVKV—Infinite power, inside levels  
AANVAEGZ—Start inside level 1 instead of outside.

## CAPTAIN SKYHAWK

OZKAIKG—Infinite lives  
OZKPUVK—Infinite Maverick missiles  
OZKPVGK—Infinite Hawk bombs  
GENXKGZ—Double cost of Hawk bombs  
GAXKZIA—Double cost of Phoenix missiles  
ZAOZIEII—Double cost of Maverick missiles

## CASINO KID II

AZSKPPA—Start new game with \$5,368,909  
PAOASGIE—Can't double down in blackjack  
PAKAVII—Can't split in blackjack

## CASTELIAN

PEVGYPLE—Start with 9 lives  
SLOKZLVI—Infinite lives  
AAOGTZE—8 continues

## SZNXYAVG—Infinite time

CASTLE OF DRAGON

PEVPULAP—Stop skeletons from fighting  
GEOGYZPA—Enemies and you each fight faster!  
ZPSLONLP—Super strong monsters  
SZVUSNVK—No harm from most monster attacks  
YNOLSYA—Infinite energy  
NYXKLAGE—Super energy  
ZAXGLAAA—Start with knives  
LAXGLAAA—Start with knives and mace  
EAXGLAAA—Start w/armor  
UAXGLAAA—Start with armor, knives and mace!

## CASTLEQUEST

SXKAVING—Infinite lives  
ATSXAVIE—Infinite keys  
SXKKNLVG—Don't lose life from 'reset' or 'back' options  
S2OEUVVK—Use sword (press 'B') as long as you like  
XXOAZGYA + IAEALY—Permanent sword-wielding ability  
GAXEGIZA + GAUEGIZA—Supercharged speed-up  
AAXEGIZE + AAUEGIZE—Turbo fuel-injected 16-valve speed-up

## CASTLEVANIA

OXNLZVK—Infinite lives  
KZSEZKA + KXESUZKA—Weapons don't use power hearts  
AANKXPGE + AANGSAGE—Monsters move at double

Start with 8 lives

ASOGOPIA—Start with 80 power hearts  
SXXXAAX—Infinite time  
GZOGYUSE—Keep weapons after losing a life  
ZEUTAYAU—Gain rapid fire shots on weapon pick-up

## CASTLEVANIA II: SIMON'S QUEST

SZSSYLSA—Infinite energy, new game  
PASGLILE—Start new game with 9 lives  
IYSKZIAI—Start new game with 75 hearts  
AISKTIAL—Start with more energy

## CHAMPIONSHIP POOL

PAOUYALA—1 foul loses the game (instead of 3) only in 10-ball in party mode  
ZAOUYALA—2 fouls in a row loses the game—only on 9- and 10-ball in party mode  
SLENUKXSO—Fouls don't count—only on 9- and 10-ball and rotation in party mode  
SUOLXXSO—Number of fouls is not cleared after a good shot (3 fouls don't have to be in a row to lose)—only on 10-ball in party mode  
OZVETASX + AAVEYEST—Player 1 always breaks in 9- or 10-ball  
OZVETASX + PAVEYEST—Player 2 always breaks in 9- or 10-ball

## CHIP 'N DALE RESCUE RANGERS

AOEITEEN—Infinite energy  
ATUEEENSL—Freeze mechanical bulldog  
AVKAVNLS—Freeze mechanical mice  
AVOPTESL—Freeze buzzer  
AVNOLKSL—Freeze buzz bomb  
AVVPZSL—Freeze racket-rod  
ATSOYKSL—Freeze ditz  
ATSPANSL—Freeze hawk bomber  
AVVOOUL—Freeze bouncing boxes  
ZEXKNPTE—Mega-jump

## CHIP 'N DALE RESCUE RANGERS 2

IEUYIILA—Both start with 5 lives  
GKXZKVI—Almost infinite lives—both  
IEOYZILA—Both start with 5 hearts  
OUXLEVS—Infinite hearts—both  
NYNNAILE—Start with 255 credits  
OXUNGIVK—Infinite credits

## CHUBBY CHERUB

SZEAYZVG—Infinite lives  
SZEIXYSA—Infinite power  
AE0AAZZE—Start with triple lives  
IEOALZPA + GEOAPZAA—Start on Stage 5  
ZEOALZP + PEOAPZAE—Start on Stage 10  
GEVAKVHA—Half regular power gained from food  
PENXATZA—Slow down power loss on the ground  
LENXTVPA—Slow down power loss in the air  
ZANEVSUT—Infinite Gau (shots)  
AASXOAGE—Double Gau (shots) on candy pick-up

## CIRCUS CAPER

GEYPSSE—Infinite energy  
AASVNAZA—Full energy from food  
NNOTLNAE—Start with lots of weapons  
ZEVGAP—Start on stage 2 LEVGGAP—Start on stage 3 LEVGGAP—Start on stage 4  
EVGGAPA—Start on stage 4  
IEVGGAPA—Start on stage 5  
TEVGGAPA—Start on stage 6

EVGGAPA—Start on stage 4  
IEVGGAPA—Start on stage 5  
TEVGGAPA—Start on stage 6

## CITY CONNECTION

SZNPSTVG—Infinite lives  
SXKPZVVG—Infinite oil  
AXSAPIA—Start with extra oil  
PEKEIIA—Start on level 1  
ZEKEIIA—Start on level 2  
LEKEIIA—Start on level 3  
GEKEIIA—Start on level 4  
IEKEIIA—Start on level 5

## CLASH AT DEMONHEAD

VZSULOVV—Don't die when power hits zero  
VNNGNUSO—Start with 1 of each item  
AAEKGVAO + AEVZNGGA + ZAOXGGA—Start with 50% power  
APEKGVAO + TAOXGGA + AOVZNPAA—Start with 150% power  
AZEKVGP + AAOGXGGE + AXVZNPAP—Start with 200% power  
SXKZGSV—Infinite supply of all items bought  
AVUGAGST—All items in shop are free  
TAUGKGY + UPUGVKXO—Start with extra cash

## CLIFFHANGER

PASGVGLE—Start with 10 lives  
SXEKKSVK—Infinite lives  
SZPOVKV—Protection from most hits  
PAKGUGLE—Start with 9 continues  
ULOTSYTIN—Infinite continues  
SUNPXXSO—Don't burn money at campfire  
AXOKNGAP—Start with 2x life (does not show on meter)  
AEOKNGAO—Start with 1/2 life  
VTVKVKSE—Start with \$100  
VTVKUSE—Start with \$10,000  
VGVKUKSE—Start with \$650,000 (display shows \$xx0000 until you pick up first money bag)  
YONKXAP—Some bags contain mega-money some contain zip

## CLU CLU LAND

GXLILL—Both players have infinite lives  
GZPGSL—Infinite time (stops timer)  
APGKGL—Both players start with 10 lives  
TEYIGL—Increase extra time  
VTKPLSA—Player 2 has only 1 life  
IEVISZAA—Shoot more rays  
AOVSOZAZ—Shoot shorter rays  
ASVSOZAZ—Shoot longer rays  
AASIYGA—Enemy can go thru gold bars

## COBRA COMMAND

SXUAAOVK—Start with infinite lives  
AAUVGZGE—Start with 9 lives  
GZSSNGST—Become immune to weapon damage

## COBRA TRIANGLE

ENXTVPA + LEXTZVAX—Never lose your power-ups  
SZUZVVK—Infinite continuous options  
SZEVENOKV—Don't lose life for damage  
SZTSOKV—Don't lose life for Time Out  
VVXEAUSE + LOXEPLIP—Gain an extra minute  
SZEVENOKV + SZVTSOKV—Infinite lives



## CODE NAME: VIPER

SZOVKNV—Infinite lives  
PENTAGLA—Start with 1 life  
TENTAGLA—Start with 6 lives  
PENTAGLE—Start with 9 lives  
STVPOOON + AASOVZPA—Infinite energy  
GETTLIZL—Start with double usual bullets  
PPETLIZU—Start with half usual bullets  
GTOVEYZL—Double usual bullets on new life  
PPOVEYZU—Half bullets on new life  
VNVGKSE—Start with machine gun and 256 bullets  
VTOTONSE—Machine gun and 256 bullets on new life  
GZOTONSE + GZEVNSE—Keep machine gun after dying  
AAOXLZPA—Infinite machine gun bullets  
AENXZPPA—Infinite bullets for your gun  
SXEVENOU + ONEYOEXN—Upper level jump

## COMMANDO

EZEGNOVG—Start with infinite lives  
XVULASXX—Start with infinite grenades  
PEKKILE—Both players start with 9 lives  
AOISGIIA—Start with double ratios of grenades

## CONQUEST OF THE CRYSTAL PALACE

GZVTAPAX—Infinite lives  
SXXTIAIX—Infinite energy for Farron  
GPEYUXTA—Maximum energy without Life Crystal  
GZXVPPAX + GZUTPAX—Don't use up money when buying things  
AAVIGTZA + PAVITLLA—Super Jump without Flight Crystal

IMPORTANT: You must ALREADY have super jump FOR Codes 6 AND 7  
TO WORK  
IOUSLVT—Increase Super Jump to Mega Jump  
IKUSLVT—Increase Super Jump to Super Mega Jump

## CONTRA

SLAIUZ—Start with infinite lives  
GXILUX—Keep weapons after losing a life  
SLTIYG—Become invincible—enemies don't shoot at you  
PEIIXZ—Start new life with machine gun  
ZEIIXZ—Start new life with flame-thrower  
LEIIXZ—Start new life with spread gun  
GEIIXZ—Start new life with laser

## CONTRA FORCE

PAUYTLE—Start all characters with 9 lives  
AANVIAPA—Infinite lives—all characters

## COOL WORLD

PEKGYAZE + PAKZYZE—Start with 10 lives  
GXUVTKVK—Infinite lives  
PEKGAGE + PAVXXYPE—Start with 9 erasers  
AZNEYAE—Lots of erasers  
PEVLGZPE—Start with 9 bombs  
SXSTOTVG—Infinite bombs  
SXXVKTVG—Infinite erasers

## CRYSTALIS

VVOGOUSE—Start with some gold  
NYVSPZGV—First pupil gives you more gold  
SXXNOVSE—Magic doesn't use up M.P.

AASVNNYA—Immune to poison  
AEKTSNYA—Immune to paralysis  
TEOTVYGA—Stronger poison  
ZEOVYGA—Weaker poison  
SZOUIVSE + SZKPLVSE—Don't get charged for boarding at Inn  
SXPVPUOSE + SXVOOOS—Don't get charged for items in shops

## CYBERNOID

SZVZGOVK—Start with infinite lives  
AAEATXNN—Start with 18 lives  
AZUALZGO + AXEXIPO—Start with double bombs  
GOOZPZPA—20 'genocides' on new life  
GPUETZPA + GOOZYPPA—Start new life with 20 shields  
GPKAZZIA + GOOKXPIA—Start with 20 seekers and bouncers  
SZNPOVOK—Infinite bombs  
SXEUSVK—Infinite 'genocides'  
SXOPUSVK—Infinite shields  
SZNOLNVK—Infinite seekers  
NNOEPPAE—Start with rear laser  
GZKZSOZE—Keep rear laser after death  
GZKXAOS + GZKZI0E—Keep mace after death

## DARKWING DUCK

PYSKXPLY—Start with 2 lives  
IVSKXPLY—Start with 6 lives  
AYSXKPLN—Start with 9 lives  
GZOGSUVK—Infinite lives  
AVUEUOSZ—Infinite gas—if you avoid the "Go" missions  
AVVNSOOG—Infinite strength  
IYEAKPAY—More gas picked up

## DASH GALAXY IN THE ALIEN ASYLUM

SZPTOVK—Can't lose lives in rooms  
SZPLOVK—Can't lose lives in elevator shaft  
PENPIALA—Start with 1 life  
TENPIALA—Start with 6 lives  
PENPIALE—Start with 9 lives  
NYSQAON—Oxygen used up more slowly in shaft  
AYXXSNY—Oxygen used up more quickly in rooms  
AAEPZPA—Won't take damage from shots and collisions  
OZEPPOSE + IAEPXSVI—Start on level 5  
OZEPPOSE + ZAEPXVS—Start on level 10  
OZEPPOSE + YAEPXSV—Start on level 15  
OZEPPOSE + GPEPXSVI—Start on level 20  
VTNSESX—Infinite bombs in elevator shaft  
VVVSXXS—Infinite bombs in rooms  
VVOVSXXS—Infinite detonators in shafts  
VTEZKSX—Infinite keys in shafts  
VVOXTOSX—Infinite keys in rooms

## DAYS OF THUNDER

NYKNIUNO—Start with more fuel  
NIKNIUNO—Start with less fuel  
SXEYPUSU—Faster acceleration  
IEUNLLA + SXEYPUSU—Maximum acceleration  
AAVOEXNY—Tires don't burst  
SNOSKEY—Better left-hand cornering

## DEADLY TOWERS

LGXLPEZU—Start with 75

Ludder  
GXSONPST—You won't take any damage  
ZEUPKYPE—Pick up 1 Ludder—it becomes 10!  
GOUPUYIA—Pick up 5 Ludder—it becomes 20!  
GXUGLVON—Shopkeeper forgets to charge you

## DEFENDER II

GXTGEY—Infinite lives  
GXYSI—Infinite smart bombs  
PELGN—Start with 9 lives  
YAZVPG + YETVIL—Super speed

## DEFENDER OF THE CROWN

ZAVVALGO—Only 10 soldiers in your Garrison  
AZVVALGO—40 soldiers in your Garrison  
AAEOUPPA—Soldiers for free  
LAEUOPPA—Triple the cost of soldiers  
GAEKOOKA—Halve the cost of knights  
APEKOOKA—Double the cost of knights  
YAEOSOYA—Halve the cost of catapults  
ZAOVPGO—Halve the cost of castles

## DEMON SWORD

AESVLTPA—Infinite powers and lives  
SXSIIASA—Infinite lives  
AEVSUZA—Start game with 1 life  
IEVSUZA—Start game with 6 lives  
AEVSUZE—Start game with 9 lives  
SZKGTTSA—Infinite life energy  
PANZLPA + ATNXAOSA—Start on level 2  
ZANZLPA + ATNXAOSA—Start on level 3  
LANZLPA + ATNXAOSA—Start on level 4  
GANZLPA + ATNXAOSA—Start on level 5  
IANZLPA + ATNXAOSA—Start on level 6  
XZNZGPSA + VEEZYOSE—Start with 44 red spheres  
XZNZGPSA + VEEZOSE—Start with 44 black spheres  
XZNZGPSA + VANXLOSE—Start with 44 fire spheres  
XZNZGPSA + VANXTOSE—Start with 44 lightning bolts  
XZNZGPSA + VEEZPOSE—Start with 44 power beams  
VTVAZTZA—Phoenix ALWAYS rescues you  
SLNANSO—Infinite fire/lightning/power beams on pick up  
VTNAOSE—Extra dart strength

## DESTINATION EARTHSTAR

ISNEUOUP—Less energy  
NNNEUUO—More energy  
PAVTXGLA—Start game with 1 life  
SXVSIVG—Infinite lives  
XTNVSNX—Don't lose special weapon in sub game

## DESTINY OF AN EMPEROR

AEKPZGT—Buy 300 provisions for no money  
AEKPZYZ + AEKPZTAP—Buy 30,000 provisions for no money  
AEVLULZ—Dagger costs nothing  
AEVLKZL—Bandana costs nothing  
AENULKGT—Flail costs nothing  
AEXLXGGT—Robe costs nothing  
AEXUKOZG + AEXUXGPA—Leather costs nothing  
AEUUXLGP—Elixir A costs nothing  
AEXUVLGT—Resurrect costs nothing

## DONKEY KONG

SZNKOPVI—Start with infinite lives  
PEEGITLE—Start with 9 lives  
ZEKKYEE—Reduce the time for pros

AEXLVUEG—Steed costs nothing  
AEEUKEG—Gullwing costs nothing

## DICK TRACY

SZXEVOVK—Infinite hand gun bullets  
GOEPIOZA—More super punches on pick-up  
SZKZIVK—Infinite super punches  
GXVONIS—Infinite energy  
AOVOUNGAU—Take more damage  
SJVXZEVK—Infinite machine gun bullets  
SZEKXIVK—Infinite tear gas KYVZAANY—Mega-jump

## DIE HARD

SXEZTYSA—Lose no life points when shot with pistol  
SXSZIYSA—Lose no life points when shot with sub-machine gun  
SXSZLYSA—Lose no life points when punched  
GOOKAPIA—Start with 20 life points  
SXYOYUSE—Lose foot health very slowly  
AEXGPOYA—Start with no pistol shots instead of 15  
IEXGPOYA—Start with 5 pistol shots  
POXGPOYA—Start with 25 pistol shots  
ATNLXVG—Infinite submachine gun shots  
ATNEIXVG—Infinite shots on all guns

ANUYPOGU—Run timer down at 1/2 normal speed  
YEUYPOGU—Run timer down at 4x normal speed  
AVUNGPSZ—Freeze timer

## DIG DUG II: TROUBLE IN PARADISE

GZTIZEI—Instant inflate and explode!  
PEETOPLA—Start with 1 life—both players  
AEETOPLA—Start with 8 lives—both players  
SZKLXVVK—Never lose lives from falling  
SXSXVLUK—Never lose lives from low energy  
SZVESUZ—Never lose lives from water  
LAUTXTAA—Start on mission 4  
IAUTXTAA—Start on mission 5  
TAUTXTAA—Start on mission 6  
PAUTXTAA—Start on mission 7  
NNEVOIAE—Slow down gameplay

## DIGGER T. ROCK: THE LEGEND OF THE LOST CITY

PAONOGAE—Start with weapons  
IAUGZUPA—Less rocks on pick-up  
SZEYTUVK—Infinite rocks on pick-up  
SXEUTEVK—Infinite dynamite on pick-up  
SXSYOPV—Infinite energy  
SXVAYTVG—Infinite lives

## DIRTY HARRY

SXUKOVKV—Infinite lives  
PANSIGIA—1 life  
ZANSIGIE—10 lives  
GXXGKGST—Infinite energy  
AEVLZPA—Maximum energy from Chili Dogs  
ZESSTSPZ + ZEVIZSPZ—Only 10 Magnum Bullets allowed  
ZUSSTSPZ + ZUVIZSPZ—50 Magnum Bullets allowed

## DONKEY KONG 3

SZNKOPVI—Start with infinite lives  
PEEGITLE—Start with 9 lives  
ZEKKYEE—Reduce the time for pros

ZAOSZAPA—Normal spray more powerful  
ZLOSAAA—Normal spray longer  
AASSYPPA—Spray cuts through baddies  
AAKVZALL—Normal bees explode  
TEXKVGLA—Speeding Stanley

## DONKEY KONG CLASSICS DONKEY KONG 1

SXYAOPI—Infinite lives  
AEAVASIA—Controllable jump  
EAKOLZLG—Keep hammer for longer

## DONKEY KONG JR.

SZGZGPK—Infinite lives  
PATLSV—Start with 9 lives  
AEKGAIUA—Controllable jump  
EXSKSGEY + EXUKNGEY—Speed up  
EAVGVIAG—Faster single vine climbing  
PAXAPIA—Can fall onto platforms

## DOUBLE DRAGON

AAUNYLP—Freeze the timer countdown  
AEUTLZ—Start game with 9 lives  
XTKXNKG—More energy for player 2 or the CPU  
XTKYOEZ—More energy for player 1  
AZUZYLL—Timer will count down fast  
APUYZL—Timer will count down super-fast

## DOUBLE DRAGON II: THE REVENGE

AASVLT—Player 1 starts with 8 lives  
AAVVGTE—Player 2 starts with 8 lives  
SXSXVLUK—Never lose lives from falling  
SXSXVLUK—Never lose lives from low energy  
SZVESUZ—Never lose lives from water  
LAUTXTAA—Start on mission 4  
IAUTXTAA—Start on mission 5  
TAUTXTAA—Start on mission 6  
PAUTXTAA—Start on mission 7  
NNEVOIAE—Slow down gameplay

## DOUBLE DRAGON III: THE STOLEN STONES

GVEPGG—More energy for Billy & Jimmy  
GVEOKXZG—More energy for Ranzou  
AAELIGPA + GZKUPUVS—Infinite 'special' weapons for all  
AXOPKIGE—Start with 40 special weapons for Billy, Jimmy & Chin  
AXOONGGO—Start with 40 special weapons for Ranzou  
OZVLGASX—More powerful punch and weapon, and high kick!

## DR. CHAOS

LTKKVPZL—Start with more energy  
PASKSPA + ZISKNPLG—Start with Shield Suit  
AEGUZLE—Mega-jump  
GXKIKIST—Immune to damage  
AKSSKIGP—More invincibility time  
GESSKIGP—Less invincibility time  
OVKUKISV + PEKISGY—Take minimal damage  
TVOSSITG + AEOSKIYA—Take more damage and Shield Suit has no effect  
GZEYEEVK—Infinite pistol bullets

## DR. JEKYLL AND MR. HYDE

GZVXTVKV + GZXTTSVK—Complete invincibility!  
KENLKVS—Start with 16 coins  
GXNLKVSE—Keep coins from previous games  
NXNSZEOO—Instant game restart

## DR. MARIO

GZNEVIVT—Vitamin capsules don't fall  
TEXPYGLA—7 in a row needed instead of 4 to complete a vertical (upright) line  
TAKPPZLA—7 in a row needed instead of 4 to complete a horizontal (flat) line  
AUVONXAU—More pieces sent across to other player when two or more rows or columns are eliminated at once in a 2-player game:  
GXXOZGVT + GZKPGZVT—No pieces sent across to other player when two or more rows or columns are eliminated at once in a 2-player game:

## DRAGON POWER

SZVOSZVG—Start with infinite energy

EAXAILGT—Start with extra energy

KAOETLSA—Start with 24 Wind Waves

## DRAGON WARRIOR

SXOIVLSA—Infinite Magic Power  
AEVGUZA—Take no damage in swamp  
VVOVYTTSA—Start with 256 gold coins  
KVOIVLSA—All spells use only one magic point  
YAKKEVYA—Barriers cause half usual damage

## DRAGON WARRIOR II

LVKLUSGP—Prince of Midenhall starts with 99 hit points  
ASKLIOIA—Prince of Midenhall starts with 80 strength points  
ASKLXIGA—Prince of Midenhall starts with 80 agility points  
LVKLNSYP—Prince of Cannock starts with 99 hit points  
AXKLSIGE—Prince of Cannock starts with 40 strength points  
GUKLSIGE—Prince of Cannock starts with 60 strength points

GUKLVIDGE—Prince of Cannock starts with 60 agility points  
GUKUEITE—Prince of Cannock starts with 60 magic points  
LVKUUIAZ—Princess of Moonbrooke starts with 99 lives  
OZKUKSGO—Princess of Moonbrooke starts with 40 magic points

## DRAGON WARRIOR III

MANY OF THE FOLLOWING CODES WILL GIVE DIFFERENT QUANTITIES OF ATTRIBUTES AT DIFFERENT TIMES. THEY ALSO MAY AFFECT MORE THAN ONE ATTRIBUTE, OR JUST ONE, AT DIFFERENT TIMES. CODES MAY SOMETIMES GIVE ZERO OF AN ATTRIBUTE. IF THIS HAPPENS, RESET AND TRY AGAIN. CODES WORK ONLY WHEN STARTING A NEW GAME.  
NYUOYPU—King gives 255 gold  
PASGPZPA—King gives mega-gold  
VYVUGZYE—Player starts with greatly increased

Game Genie codes for NES

# Game Genie for NES



# Game Genie codes for NES

strength and/or attack power  
**NYNLPIE**—Player starts with greatly increased agility and/or defense  
**NYNLTYE**—Player starts with greatly increased vitality and/or hit points  
**NYNLTE**—Player starts with greatly increased magic, maximum magic points and/or intelligence  
**VNELAGE**—Player starts with greatly increased luck  
**VVUIZE**—Wizard starts with greatly increased strength and/or attack power  
**NYNLZGE**—Wizard starts with greatly increased agility and/or defense  
**OPNLZZE**—Wizard starts with greatly increased vitality and/or maximum hit points  
**VNELPZZE**—Wizard starts with greatly increased luck  
**VVUTZLE**—Pilgrim starts with greatly increased strength and/or attack power  
**VNUAALZE**—Pilgrim starts with greatly increased vitality and/or maximum hit points  
**VNUAAXE**—Pilgrim starts with greatly increased magic and/or intelligence  
**VNELZZLE**—Pilgrim starts with greatly increased luck  
**VNLAPEX**—Soldier starts with greatly increased strength and/or attack power  
**IAOZENNY**—Start with 6 battle-axes  
**TAOZENNY**—Start with 6 broadswords  
**YAOZENNY**—Start with 6 wizard's wands  
**YAOZENNN**—Start with 6 demon's axes  
**GPOZENNY**—Start with 6 multi-edge swords  
**IPOZENNY**—Start with 6 staffs of force  
**TPOZENNY**—Start with 6 swords of illusion  
**APOZENNN**—Start with 6 falcon swords  
**AZOZENNN**—Start with 6 armor of radiance

## DRAGON WARRIOR IV

DON'T COMBINE ANY OF THE "START WITH ITEM" CODES IN THIS GAME  
**ATVATGSL**—Take no damage from monsters and lose no MP (all party members)  
**NNSOAZPU**—Start Chapter 1 with 255 gold  
**NNEXYLLO**—Start Chapter 1 with 255 hit points  
**LNKPLONY**—Start Chapter 1 with final key  
**TEKPLONN**—Start Chapter 1 with metal babbie sword  
**LOKPLONY**—Start Chapter 1 with multi-edge sword  
**PEKPLONN**—Start Chapter 1 with thorn whip  
**AKKPLONY**—Start Chapter 1 with shield of strength  
**LKKPLONY**—Start Chapter 1 with dragon shield  
**LNKPLONY + GEKPONGY**—Start Chapter 1 with final key and chain sickle  
**TEKPLONN + LEKPONGY**—Start Chapter 1 with metal babbie sword and boomerang  
**LOKPLONY + ZOKPGONY**—Start Chapter 1 with thorn whip and demonhammer  
**AKKPLONY + ASKGONY**—Start Chapter 1 with shield of strength and meteorite arm band  
**LKKPLONY + IEKPGONN**—Start Chapter 1 with dragon shield and iron fan

**Start Chapter 1 with dragon shield and iron fan**  
**NNSOOPGV**—Start Chapter 2 with 255 gold  
**AIXOZAYS**—Start Chapter 2 with lots of gold  
**GVOZAZAP**—Alena starts Chapter 2 with 100 hit points  
**NNOZAAZ**—Alena starts Chapter 2 with 255 hit points  
**LNUZONY**—Alena starts Chapter 2 with final key  
**ZOKOZONN**—Alena starts with fire claw  
**LKOZONY**—Alena starts with multi-edge sword  
**PEKOZONN**—Alena starts with thorn whip  
**LNUZONY + ZUOGONN**—Alena starts with final key and fire claw  
**LEKOLONN**—Alena starts with boomerang  
**LKOZONY + PSKOLONN**—Alena starts with multi-edge sword and wizard's ring  
**PEKOZONN + ZOKOLONY**—Alena starts with thorn whip and demon hammer  
**AKKOZONY + ASKOLONY**—Alena starts with shield of strength and meteorite arm band  
**LKKOZONY + IEKOLONN**—Alena starts with dragon shield and iron fan  
**LNUPLONY**—Brey starts with final key  
**TOULPONN**—Brey starts with magma staff  
**LOUPLONY**—Brey starts with multi-edge sword  
**PEUPLONN**—Brey starts with thorn whip  
**AKUPLONY**—Brey starts with shield of strength and meteorite arm band  
**LXPLONY**—Nara starts with 255 hit points  
**NNEXGZAO**—Nara starts Chapter 4 with 255 hit points  
**NNEVLPZ**—Nara starts Chapter 4 with 255 hit points  
**LNXPLONY**—Nara starts with final key  
**TEXPLONY**—Nara starts with metal babbie sword  
**LOXPLONY**—Nara starts with multi-edge sword  
**PEXPLONY**—Nara starts with thorn whip  
**AKXPLONY**—Nara starts with shield of strength  
**LKXPLONY**—Nara starts with dragon shield  
**LNXPLONY + GEXPGONY**—Nara starts with final key and chain sickle  
**TEXPLONY + LEXPGONY**—Nara starts with metal babbie sword and boomerang  
**LOXPLONY + PSXPONGN**—Nara starts with multi-edge sword and wizard's ring  
**PEXPLONY + ZOXPGONY**—Nara starts with thorn whip and demon hammer  
**AKXPLONY + ASXPONGY**—Nara starts with shield of strength and meteorite arm band  
**LKXPLONY + IEUPGONN**—Cristo starts with final key  
**TEOOLNNA**—Cristo starts with metal babbie sword  
**LOOOLNNA**—Cristo starts with multi-edge sword  
**PEOOLNNA**—Cristo starts with thorn whip  
**AKOOLNNA**—Cristo starts with shield of strength  
**LKOOLNNA**—Cristo starts with dragon shield  
**LNUOOLNNA + GEOOGONY**—Cristo starts with final key and chain sickle  
**TEXOONNNA + LEOOGONY**—Cristo starts with metal babbie sword and boomerang  
**LOOOLNNA + PSOOGONN**—Cristo starts with multi-edge sword and wizard's ring  
**PEOOLNNA + ZOOOGONY**—Cristo starts with thorn whip and demon hammer  
**AKOOLNNA + ASOOGONY**—Cristo starts with shield of strength and meteorite arm band  
**LKOOLNNA + IEOOGONN**—Cristo starts with dragon shield and iron fan  
**AOEZTGP**—Start Chapter 3 with 16 hit points  
**NNEXTZGO**—Start Chapter 3 with 255 hit points  
**NNSOZPAE**—Start Chapter 3 with 255 gold  
**UNUOLONY**—Start Chapter 3 with final key  
**PXOPONN + Start Chapter 5 with Zenithian sword**

**LEUOLONN**—Start Chapter 3 with Zenithian shield and iron fan  
**TOUOLONY**—Start Chapter 3 with multi-edge sword  
**LEUOLONN**—Start Chapter 3 with thorn whip  
**PKUOLONY**—Start Chapter 3 with shield of strength  
**AKUOLONY**—Start Chapter 3 with dragon shield  
**LNUOLONY + GEUOGONY**—Start Chapter 3 with final key and chain sickle  
**TEUOLONN + LEUOGONN**—Start Chapter 3 with metal babbie sword and boomerang  
**PEUOLONN + ZOUOGONN**—Start Chapter 3 with thorn whip and demon hammer  
**AKUOLONY + ASUOGONN**—Start Chapter 3 with shield of strength and meteorite arm band  
**LKUOLONY + IEUOGONN**—Start Chapter 3 with dragon shield and iron fan  
**PEUOLONY**—Start Chapter 3 with shield of strength and meteorite arm band  
**AKKUOLONY**—Start Chapter 3 with thorn whip and demon hammer  
**LKXUOLONY**—Start Chapter 3 with dragon shield  
**LNXPLOONY**—Nara starts with 255 hit points  
**TEXUOLONY**—Nara starts with metal babbie sword  
**LOXUOLONY**—Nara starts with multi-edge sword  
**PEXUOLONY**—Nara starts with thorn whip  
**AKXUOLONY**—Nara starts with shield of strength  
**LKXUOLONY**—Nara starts with dragon shield  
**LNXPLOONY + GEXPGONY**—Nara starts with final key and chain sickle  
**TEXUOLONY + LEXPGONY**—Nara starts with metal babbie sword and boomerang  
**LOXUOLONY + PSXPONGN**—Nara starts with multi-edge sword and wizard's ring  
**PEXUOLONY + ZOXPGONY**—Nara starts with thorn whip and demon hammer  
**AKXUOLONY + ASXPONGY**—Nara starts with shield of strength and meteorite arm band  
**LKXUOLONY + IEUPGONN**—Cristo starts with final key  
**TEOOLNNA**—Cristo starts with metal babbie sword  
**LOOOLNNA**—Cristo starts with multi-edge sword  
**PEOOLNNA**—Cristo starts with thorn whip  
**AKOOLNNA**—Cristo starts with shield of strength  
**LKOOLNNA**—Cristo starts with dragon shield  
**LNUOOLNNA + GEOOGONY**—Cristo starts with final key and chain sickle  
**TEXOONNNA + LEOOGONY**—Cristo starts with metal babbie sword and boomerang  
**LOOOLNNA + PSOOGONN**—Cristo starts with multi-edge sword and wizard's ring  
**PEOOLNNA + ZOOOGONY**—Cristo starts with thorn whip and demon hammer  
**AKOOLNNA + ASOOGONY**—Cristo starts with shield of strength and meteorite arm band  
**LKOOLNNA + IEOOGONN**—Cristo starts with dragon shield and iron fan  
**AOEZTGP**—Start Chapter 3 with 16 hit points  
**NNEXTZGO**—Start Chapter 3 with 255 hit points  
**NNSOZPAE**—Start Chapter 3 with 255 gold  
**UNUOLONY**—Start Chapter 3 with final key  
**PXOPONN + Start Chapter 5 with Zenithian sword**

**GKOPIONY**—Start Chapter 5 with Zenithian shield  
**UYOPIONY**—Start Chapter 5 with Zenithian armor  
**LKOPIONN**—Start Chapter 5 with Zenithian helmet

## DRAGONSTRIKE

**AIKZGEA**—More energy for bronze dragon  
**DAIKZIEGL**—More energy for silver dragon  
**ITKZTAI**—More energy for gold dragon  
**OTKGSYS**—Infinite energy  
**GZKNNSE**—Weapon power doesn't weaken with energy  
**TTXGIALT**—Gold dragon has excellent armor class  
**YGXKAAPG**—Gold dragon flies faster  
**ATXGAGV**—Silver dragon flies faster  
**YIXGATL**—Bronze dragon flies faster

## DRAGON'S LAIR

**AAXITVNG**—Infinite lives  
**NNXGSUN**—Start with 10 lives  
**PEUIGIAA**—Start with axe  
**ZEUIGIAA**—Start with fireball  
**SXKYUOVO** + **SXVYXOVK**—Infinite candle energy  
**IAVNYPYAP**—Less energy gained on pick-up  
**YZVNYPYAP**—More energy gained on pick-up  
**AEXSGEKY**—Protection

## DUCK TALES

**SXUIEKVK**—Infinite lives  
**ATVVKXLEZ**—Infinite hit points  
**AAESULZA**—Start with 1 life  
**IAESULZA**—Start with 6 lives  
**AAESULZE**—Start with 9 lives  
**LAVTNLPA**—Lose half normal hit points (in easy game)  
**ZAXSKLIE** + **SXNIUKOU** + **SZNISESU**—Double usual time  
**OUVUZSV**—Freeze timer

## DUCKTALES 2

**GZXGZGVG**—Infinite lives  
**APONVXAA**—Take more damage  
**GAONPXAA**—Take less damage  
**ZAONPXAA**—Take very little damage  
**ASNKPAAL**—Start with full energy  
**AONKPAAL**—Start with a lot less energy  
**PAXSPZAA**—Have lots of money  
**PEKSLPTE**—\$9,000 cash from small diamonds  
**AAEKAPZE**—Start with 9 lives

## DUNGEON MAGIC

**OVVLGLSV** + **ZEVLUIYL**—Take less damage  
**5XVLTLSA**—Take no damage except from scorpions  
**GTKITAA**—Start with 100 gold pieces  
**ZAKITAA** + **PGKSGTAG**—Start with 512 gold pieces  
**PXSTLZPG** + **AXSTYZAG**—Stay at the inn for free  
**PXUVXTPG** + **AXUVVTAG**—Items at Grocer's shop are free  
**PXENPLPG** + **AXENILAG**—Items at Armory are free

## DYNOWARZ—THE DESTRUCTION OF SPONDYLUS

**PANSAEPX** + **GZNITAVG**—Mostly invincible  
**ATSIOSGS**—No harm from spikes  
**AAVNPLA**—No harm from any dinosaur  
**AVNTMKXA**—Infinite shield  
**YEXIYLLA**—Mega-jump power  
**LANSZIPA**—Speed up left and right

Codes for use with Galoob's Game Genie Video Game Enhancer for the Nintendo Entertainment System

## ELEVATOR ACTION

**GXEUVUK**—Player 1 has infinite lives  
**AAUUNLZE**—Player 1 starts with 9 lives  
**AEVUULZE**—Player 2 starts with 9 lives  
**PESIAYLA** + **NNUSZNSN**—Slower man

**IESIAYLA** + **XNUZNSN**—Faster man  
**GASTLPTA**—Can only shoot one bullet  
**ZAVTLOAE** + **VYVTYOEV**—Faster bullets  
**GAVTLOAA** + **KYVTOYEN**—Slower bullets  
**GEONGPZA** + **XNXNGOVN**—Faster enemy  
**PEONGPZA** + **NNXNGOVN**—Slower enemy

## THE EMPIRE STRIKES BACK

**TENLGIYE**—Start with 14 continues  
**GZVZTNOO**—Don't take damage from most enemies

**PESZYPIE**—9 harpoons—scene 2  
**PESZYPIA**—1 harpoon—scene 2  
**GZVZVKV**—Infinite harpoons—scene 2  
**GXSLIIASA**—Infinite energy for ship—scene 2  
**AEXOETYL**—Always have Lightsaber

## EXCITEBIKE

**SXXTYUVV**—Never overheat  
**YEKIXOYA**—Recover fast after crashes  
**ENUKGEAP** + **GESGPALA**—Turbo speed on 'A' button  
**EUVKGEAP** + **TESGPALA**—Mega turbo speed on 'A' button  
**PEXIEZLA**—Reduced enemy bikes in game B  
**AAUSEYAO**—Timer runs at half speed  
**GAUSEYAP**—Timer runs at quarter speed

## F-15 CITY WAR

**PEVVGPIE**—Start with 9 lives  
**SZOYYLVE**—Infinite lives for 3-D sections  
**SXOIYIVG**—Infinite lives for top-view sections  
**GXOEIUVN** + **GXVALUVS**—Slower left and right movement on 3-D sections  
**GXEETVVS**—No forward movement on top-view sections

## THE FANTASTIC ADVENTURES OF DIZZY

**SXVIAAVG**—Infinite lives  
**PAOAZAZE**—Start with 10 lives  
**AAVYXPAA**—Spiders, bats, ants and rats do no damage  
**ZEKYVZGV**—Start with 10 stars instead of 100  
**YYUZPSTE**—Play bubble sub-game only  
**TYUZPSTE**—Play river sub-game only  
**IYUZPSTE**—Play mine sub-game only  
**ZYUZPSTE**—Play puzzle sub-game only

## FANTASY ZONE

**OZEVYTVK**—Infinite lives  
**PAXVOPLE**—Start with 9 lives  
**OXETOAVK**—Keep bought weapon for a life  
**OXETOAVK** + **OOGOVATSE**—Keep bought weapon until next shop visit  
**AAOVKTPA**—Autofire on all weapons

## FARIA

**AAVZSPZA**—Get 250 arrows when buying—any amount of arrows  
**SXZGINVK**—Infinite batteries  
**SXOLYOKV**—Infinite bombs  
**SAOEGPST** + **SEUEU EAST**—Infinite energy

**GZXXZUSE** + **GZXYUVE** + **GZUZGUSE**—Don't get charged in shops for items you can afford  
**GKSASVK**—Infinite Seda magic  
**GXEZSVK**—Infinite Saba magic

## FAXANADU

**GXOGZESV** + **GXOKLESV**—Infinite power  
**AXXSNTAP**—Double starting power  
**AUXSNTAP**—Triple starting power  
**SXNNUOSE** + **SXUYUOSE** + **SXUNUOSE**—Infinite Gold  
**IASEPSZA**—Half normal amount of Gold  
**GPSEPSZA**—Double normal amount of Gold  
**AEENEZZA**—Infinite magic  
**AAUTAEYO** + **AAKTPAKY** + **AAUTZAPA**—Slow mode  
**AVXVGPZ**—Jump in direction you are facing

## FELIX THE CAT

**APUGAGZO**—Start with 9 lives  
**AEUYKPPA**—Infinite lives  
**ZAOSOZPA** + **APNSOXP**—Pick up 1 head and get 2!  
**AAEENAZA**—Hearts can't be replenished from bottles  
**GAENEAZA**—Bottles replenish more hearts  
**AAEENAZA**—Bottles replenish even more hearts  
**GZUKOSVK**—Never lose current weapon (acts as invincibility too unless you fall off the screen)

## FINAL FANTASY

**SZLIEVS**—"LIFE" Spell never uses up Magic Points  
**SZVUELV**—"LF2" Spell never uses up Magic Points  
**PESGYZE**—Magic Users start with 9 Magic Points  
**ELEXVLEY** + **AESGANGA** + **AESGGNAA**—Non-magic users can use Level 1 Magic  
**AZQUGAEP** + **LAOUIAPA**—Start with 800 Gold  
**TKGLPALZ**—Double Fighter Hit Points (new game only)  
**GPKUAEAZ**—Double Fighter's Hit (new game only)  
**ZTKPAUAI**—Double Fighter's Evade (new game only)  
**ZAKLTAIE**—Double Fighter's Luck (new game only)  
**GLSPLET**—Double Thief's Hit Points (new game only)  
**TASLYAZA**—Triple Thief's Damage (new game only)  
**ZASUAIE**—Double Thief's Hit (new game only)  
**GYSUPEZL**—Double Thief's Evade (new game only)  
**TPSLTEY**—Double Thief's Luck (new game only)  
**ZGVLPAZ**—Double Black Belt's Hit Points (new game only)  
**TAVLYAZA**—Triple Black Belt's Damage (new game only)  
**ZAVUAAIE**—Double Black Belt's Hit (new game only)  
**ZTVPAUAI**—Double Black Belt's Evade (new game only)

**ZAVLTAIE**—Double Black Belt's Luck (new game only)  
**GLNLPETO**—Double Red Mage's Hit Points (new game only)  
**ZANLYAIE**—Double Red Mage's Damage (new game only)  
**TANUAAYE**—Double Red Mage's Hit (new game only)  
**GYNUPEZL**—Double Red Mage's Evade (new game only)  
**ZANLTAIE**—Double Red Mage's Luck (new game only)  
**AAOVKTPA**—Autofire on all weapons

**AAOVKTPA**—Autofire on all weapons



only)  
TEELYAZA—Triple White Mage's Damage (new game only)  
ZEEUAAIE—Double White Mage's Hit (new game only)  
ZVEUPAIU—Double White Mage's Evade (new game only)  
ZEELTAIE—Double White Mage's Luck (new game only)  
ZUOLPEPP—Double Black Mage's Hit Points (new game only)  
LEOLYAPA—Triple Black Mage's Damage (new game only)  
ZEOUAAIE—Double Black Mage's Hit (new game only)  
GNOUEPZL—Double Black Mage's Evade (new game only)  
GOOLTEZA—Double Black Mage's Luck (new game only)  
GXSZPKSV + GXSXZKSV—Almost infinite Gold

**FIREHAWK**  
PAOPEALE—Start with 9 lives  
OZOXOTES—Don't take any damage

**LIST OF THE NORTH STAR**  
SXXKYPVG—Infinite lives  
PEKKGALE—Start with 9 lives  
SZZSTGTVG—Freeze timer  
OTSGGOSV—For pros only: one hit kills!  
OTSGGOSV + PASGXKOI—Take minimum damage from all enemies  
TEELTPPA—Sweep kick damages enemies more  
AEOLGPL—Straight kick damages enemies more  
OVOUZPSV + ZEOULOS—Any attack mega-damages enemies  
AAUKVGAA—Can't be knocked back by big thugs  
EISGUPEY—Pogo stick

**FLIGHT OF THE INTRUDER**  
GZUOZVVG—Infinite radar-guided missiles—bombing/strafing screen  
PAALZTE—Start with 9 radar-guided missiles—bombing/strafing screen  
GZUOLVKV—Infinite missiles—cockpit screen  
OZKZTOK + AAKXGZPA—Start each mission with 6 missiles  
GAKGKGAA—Start on mission 3  
ZAKGKGAE—Start on mission 6  
APKGKGAA—Start on mission 9  
TPKGKGAA—Start on mission 12

**THE FLINTSTONES: THE RESCUE OF DINO AND HOPPY**  
SXAOAEVK—Infinite lives  
AAVAYPZE—Start with 9 lives  
LTNELOZA—Start with 99 coins  
PEEAAPAA—Start with sling-shot  
ZEEAAPAA—Start with axe  
GEEAAPAA—Start with bomb  
YESSTZIE—15 coins on pickup  
ZESTZZIA—2 coins on pickup  
AAUAUTLA—Slingshot doesn't use up coins  
AAUAUTLA—Axe doesn't use up coins  
AAUAKVZA—Bomb doesn't use up coins  
SZNTZKVK + SXOPZOKV—Infinite energy

**THE FLINTSTONES: THE SURPRISE AT DINOSAUR PEAK**  
AASALPZE—Start with 9 lives

SXEETEVK—Infinite lives  
AANONPPA—Infinite energy  
LANONPPA—Enemies do more damage (take 3 hearts away)  
SXXOUVSE—Infinite stone hammers once you have them  
VTNEXOEO—Start on level 2 “CONTINUE” CODES TAKE EFFECT ONLY AFTER YOU LOSE ALL YOUR LIVES WHEN PLAYING LEVEL 1, THEN SELECT “CONTINUE”; YOU CAN'T USE INFINITE LIVES OR ENERGY WITH THESE:  
PAKAVPAA—Continue on Level 2  
ZAKAVPAA—Continue on Level 3  
LAKAVPAA—Continue on Level 4  
GAKAVPAA—Continue on Level 5  
IAKAVPAA—Continue on Level 6  
TAKAVPAA—Continue on Level 7  
YAKAVPAA—Continue on Level 8  
AAKAVPAE—Continue on Level 9  
PAKAVPAA—Continue on Level 10  
PANELPLE—Start with 9 hearts  
GOEATOGA—Start with max power  
ZEEUYPA—Get bowling ball instead of stone hammer  
LEEUYPA—Get mystery item instead of stone hammer

**FLYING DRAGON: THE SECRET SCROLL**  
VEKLAKZ—Start with infinite lives  
GXEEPVG—Start with infinite time  
PANATALE—Start with 9 lives  
TAOXULLA—Start with double KO power

**FORMULA ONE: BUILT TO WIN**  
SXUIKEVK—Infinite nitro  
ATKSXAZA—Better nitro  
AAVSOAZA—Psycho speed!  
ATNUVUSZ—Items cost nothing  
ATNUVUSZ + ATVUKLST—Items for free

**FREEDOM FORCE**  
ZOOTYTGZ—Start with half ammo  
AEUTLYZZ—Infinite ammo  
LEOVAYTA—Fewer errors allowed  
OXOTYNOK—Infinite errors allowed  
ZAUTLTPA—Start at level 2  
LAUTLTPA—Start at level 3  
GAULTPA—Start at level 4  
IAUTLTPA—Start at level 5  
GZVAYLSA—Infinite health

**FRIDAY THE 13TH**  
SZZSLUEVK + IYKLSEAY—Infinate children  
IEVANTPA + YUNESVYA—Start with 55 children  
OTEIVISV—Infinite energy for active counselor  
ZZOUAGTE—Vitamins heal active counselor better  
AZEVXLGE—Vitamins heal others better  
INNLIZGY—Autofire  
SZVLGXOU + YPVPLIXAV—Turbo running  
GAEUZIAE—Everyone can jump high!

**FUN HOUSE**  
PEOGXALE—Start with 9 turns  
EAXOLVGL—Slower timer  
YPOXOLVGU—Faster timer  
ZESVXGGA—Quicker turning  
TOVUEYE—More time from Large Glop Clocks

YEVOUEYA—Less time from Large Glop Clocks  
SXXNKSXKV—Infinite turns  
PAXGSILE—9 turns after continuing  
YEEKSAPA—Start on Floor 2  
LOOKSAPA—Start on Floor 4  
YOEKSAPE—Start on Floor 6  
LXEKSAPA—Start on Floor 8

**G.I. JOE**  
AENALTPA—Stop timer  
GOUTKSIA—More energy for Duke  
GOUTSSA—More energy for Blizzard

GOUTVSA—More energy for Snake Eyes  
GOUTNSLA—More energy for Capt. Grid-Iron  
GOUVESPA—More energy for Rock & Roll  
TEUTKSIA—Less energy for Duke  
TEUTSSGA—Less energy for Blizzard  
IEUTVSA—Less energy for Snake Eyes  
IEUTNSLA—Less energy for Capt. Grid-Iron  
GEUVESPA—Less energy for Rock & Roll  
ALNVIKAY—Shorter immunity

NYNVIKAN—Longer immunity  
AAUEPPLA—Max energy on pick-up  
OLNTYKOO—Infinite energy AXNVKIY—Mega jump for Duke  
AXNVSIY—Mega jump for Blizzard  
AXNVNSGP—Mega jump for Snake Eyes  
AXNVNIGP—Mega jump for Capt. Grid-Iron  
AZETETAP—Mega jump for Rock & Roll

**GALAGA: DEMONS OF DEATH**

XVKVUXK—Infinite lives  
PAKKKILA—Start with 1 life  
TAKKKILA—Start with 6 lives  
KPNIPZEA + GANIZZIA + AAVSIZPA—Press START for next wave  
OXTZPSX + YESTLOPY—Can't be caught by tractor beam!  
GXEVPAEI—Start with twin shots  
ATNVSAVZ—Become invincible  
GXOKOTEI—Play challenge stages only

**GALAXY 5000**  
SLKPAEVS—Stop timer  
GDXNSVSN—Reduce damage free of charge  
SXXKZEPAX—No damage from falling  
OXNNVPX + PENNNOZO—Take less damage  
SXUXSOSU + ALVUVYLY—More damage from falling  
TEEOZGVV + NUEOLKVN—More damage from shots

**GAUNTLET II**  
OTXSSYV—Don't take damage from monsters  
OTXSSYV + ZAXSYVAA—Take less damage from monsters

ZLUVVIGT—Weaker poison  
EGVVVIGV—Stronger poison  
IAUTEUZA—5 super shots picked up  
GPUTEUA—20 super shots picked up  
AYEVTKUGU—Invincibility lasts longer  
LPETVUGU—Invincibility doesn't last as long  
ANNTUXGU—Repulsiveness lasts longer  
LONTUXGU—Repulsiveness doesn't last as long  
AYOTKUGU—Invincibility lasts

**FUN HOUSE**  
PEOGXALE—Start with 9 turns  
EAXOLVGL—Slower timer  
YPOXOLVGU—Faster timer  
ZESVXGGA—Quicker turning  
TOVUEYE—More time from Large Glop Clocks

longer  
LPOTKUGU—Invisibility doesn't last as long

**GHOSTBUSTERS**

AVVNTNTI—Start with \$1,000,000  
SXXKZAVG—Infinite fuel  
OXOKPVK—Immune to ghosts on Zuul stairway  
PAEEXKPX—Permanent ghost alarm  
PASLPOXP—Permanent ghost vacuum  
OXSESGSX—Self-emptying traps  
AEEZOPA—Super sprinting up Zuul stairway

**GHOSTBUSTERS**

SUKYAUAS—Infinite lives  
AAXVGGLE—Start with 9 lives  
SXXZPSXKV—Infinite continues  
TAEGTAZA—Triple continues  
ZEEOOXYO—Rapid-firing proton rifle  
KYSOKVXN—All Ghost-busters can mega-jump  
NNXAPPAS—Shield lasts longer—car scenes  
SZOXLNVK—Infinite shield—car scenes

**GHOSTS 'N GOBLINS**

PAAKTELPE—9 lives for players 1 and 2  
SZEZNOVK—Infinite lives for players 1 and 2  
VAEKVSE—4 lives for player 1 only  
ZAKILZLA—Speed up game  
GAKILZLA—Slow down game  
SXXOITUVK—Stop timer

**GILLIGAN'S ISLAND**

PAXSEIZE—Start with 9 ropes  
PAXEIZA—Start with 1 rope  
SZZSUAUVK—Infinite rope  
PAXUIZE—Start with 9 units of food  
PAXUIZA—Start with 1 unit of food  
SXXZUIUVK—Infinite supply of food  
LANNLXPE—More time for Episode 1  
IANNXPE—More time for Episode 2  
GPNNIZLP—More time for Episode 3  
SZNELZVG—Infinite time PAVSXGAA + GZVSUGSA—Start on Episode 2  
ZAVSXGAA + GZVSUGSA—Start on Episode 3

**GODZILLA**

AESUKNY—Both monsters never lose power  
AEKSAGPE—Both monsters' power replenishes more quickly  
AAXITSNY—Both monsters invincible!  
VYXITSNN—Enemy inflicts more damage to both monsters

**GOLGO 13: THE MAFAT CONSPIRACY**

GXGZVZG—Infinite bullets  
IASGUSZA—Fewer bullets picked up  
GPSSZGSA—More bullets picked up  
XTNIVXXX—Stop timer  
AYNIEXGL + PEOASLAP—Slower timer  
AZNIEXGL—Faster timer  
GZNGOTOY—Immune to physical damage  
GZOKSON—Immune to weapon damage  
GXNGPOS—Immune to damage in maze

**GOLGO 13: TOP SECRET EPISODE**

SXKXVAVG—Stop energy counting down  
GXUVXTSA—Doesn't use

bullets in horizontal mode  
GXKNNPSA—Won't take damage in horizontal mode  
GZOEKGST—Won't take damage in pan/zoom mode  
GZKLZGST—Won't take damage in maze  
ZAVKIAA—Gives life and bullets a super-boost

**GOONIES II**

SZUGUYVG—Infinite lives  
PAXZSGLE—Start with 9 lives  
AAUIGZE + EAUIGAZ—Start with 8 energy cells  
IAVIAGPRA—Start with boomerang  
LEUAOPZA—Always have mega-jump  
IEUYPKA—Better jumping boots on pick-up  
ZESAPAPA—Super speed  
SXAUVSK—Infinite molotov bombs on pick-up  
SZVAESVK—Infinite molotov bombs on pick-up  
SZNEEVVK—Infinite shots for sling on pick-up

**GYROMITE**

SUZAII—Infinite lives  
ZEEAUS—Slow down timer 5 GOUGALIA—Start with 20 lives

**GYROTRON**

AEEOEIZA—Infinite lives  
GEEPIAZA + OEEPYAPA—Never lose twin shots  
ZAXEGLGE—Start with 10 ships  
AAKEATPE—Start with 8 phasers  
ZEEPYAPA—Gain 2 phasers when you die with none  
IAEPOAGA + PAEPVIAE—Increase timer to 59 seconds  
ZAEPOAGA + IAEPVIAE—Decrease timer to 25 seconds

**GRADIUS**

SXOOVVI—Both players have infinite lives  
YGUONUSS + YGKPUUIL—Never lose weapons  
AENELZLE—Both players start with 9 lives  
KOKOLYSP—Keep power capsules  
NNOEKPIE—Increase force field protection

**THE GREAT WALDO SEARCH**

EKEIXTE—Only need to find Waldo to complete the level  
EKXNSTAG—Only need to find the magic scroll SXXSGKTVG—Extra clocks last forever  
SXXZINYVT—Extra clocks worth nothing ZEKKOTPA—Faster timer  
GKETKOTPA—Much faster timer OZSIEEOV + GASIOALA—Play the Super Waldo Challenge

**GREMLINS 2: THE NEW BATCH**

ZAEKKATA + ZEEELATA—Start with only 1 heart  
AAEKXATE + AEEELATE—Start with 4 hearts  
PAEAEAAE—Start with 10 lives

TAEGSAPA—Start with 6 balloons

SZNETEVK—Infinite lives

SZXEUXVK—Infinite balloons

SXKEZPVG—Don't take damage from monsters (or harmful surfaces)

**THE GUARDIAN LEGEND**

AAXTIUNY—Infinite energy  
AXVIAIAAG—Start with less energy  
EVAIAIAAG—Start with more energy  
OVOAKLSV + PEOASLAP—Use up minimum shots  
PAKVELAA—Start on area 1 LAKVELAA—Start on area 2  
IAKVELAA—Start on area 3 YAKVELAA—Start on area 4  
PAKVELAE—Start on area 9

**GUERRILLA WAR**

SLTKOV—Both players have infinite lives  
AELGPV—Both players start with 1 life  
IELGPV—Both players start with 6 lives

PELGVO—Both players start with 9 lives

**GUMSHOE**

PAUENALE—Start with 9 lives  
ZASEKAAA—Start with 250 bullets  
TASAUALP—Gain 6 bullets on pick-up  
LAKEGYTA—Timer set to 04:00  
PAKEGYTE—Timer set to 10:00  
SAKAVEKE—Different attack waves

**GYROMITE**

SUZAII—Infinite lives  
ZEEAUS—Slow down timer 5 GOUGALIA—Start with 20 lives

**GYROTRON**

AEEOEIZA—Infinite lives  
GEEPIAZA + OEEPYAPA—Never lose twin shots  
ZAXEGLGE—Start with 10 ships  
AAKEATPE—Start with 8 phasers  
ZEEPYAPA—Gain 2 phasers when you die with none  
IAEPOAGA + PAEPVIAE—Increase timer to 59 seconds  
ZAEPOAGA + IAEPVIAE—Decrease timer to 25 seconds

**HARLEM GLOBETROTTERS**

IIUGSOIZ—Slower timer  
GPUGSOI—Faster timer  
IIVGKZL—Slower shot clock  
GPVKGKIOX—Faster shot clock

**HEAVY BARREL**

ENSTPVSN—Autofire for player 1  
EYNVINSN—Autofire for player 2  
AEKVKXLI—Hand weapons last 4 times longer  
ZAOVEPAA—Only 1 hand weapon  
ENVVKLE—Infinite hand weapons on pick-up for players 1 and 2  
OXVVLVLS—Infinite hand weapons and firearms on pick-up for players 1 and 2  
XVKZVEKX—Enemies don't fire handguns  
XTOVEXK—Become invisible and invincible!

**HEAVY SHREDDIN'**

AUXENVAO—Slow timer  
SXXSOIVG + SXOPPLVG + SXUOZLVG—Infinite penalties  
AOKAPLGA—16 penalties  
ZESEKLP + ZEVKLP—Faster left and right movement  
NNUEYLAE—Select any level

**HILLS FAR**

IEVANKZA—Start with 50% less gold (created characters only)  
YEVANKZ—Start with 50% more gold (created characters only)

**GOVANKZA**

Start with 100% more gold (created characters only)  
AOULILAZ—Faster timer when lock-picking  
ASULLAZ—Slower timer when lock-picking  
ENULILAZ—Very slow timer when lock-picking  
SKKUTSVK + AEKUSAI—Infinite knock rings

**HOGAN'S ALLEY**

IAEKOIA—5 misses allowed—Game A  
AZEKOIA—20 misses allowed—Game A  
AOOGETPA—Infinite misses allowed—all games  
ZAOGETPA—Each miss counts as 2—all games

Game Genie Codes for NES

# Game Genie for NES



Codes for use with Galoob's Game Genie Video Game Enhancer for the Nintendo Entertainment System

# Game Genie codes for NES

## HOME ALONE 2

LVEPILLA—Start with 99 lives  
SZEYKVVK—Infinite lives  
GONYVGA—Every 4 cookies count as 20 (extra life point)  
IAPOVUGTA—Extra life with every pizza slice  
SZNYSVVK—Infinite power units/life points  
SZSVLVVK—Become almost invincible after losing 1 life point (can walk thru most enemies—vacuum cleaner can still kill you)  
SZEOLVKV—Infinite slides on pick-up  
SZVETVKV—Infinite darts on pick-up  
SZAALKVK—Infinite flying fists on pick-up

## HOOK

AEXNVTZ—Start with 9 lives  
SZNIEVK—Infinite lives—player 1  
GZVIKIST—Infinite energy—player 1  
GZNSNST—Infinite energy—player 2  
AENIOIA—Get maximum energy from food—player 1  
AAEINTIA—Get maximum energy from food—player 2  
AVVIXSGZ—No energy from food!

## HUDSON'S ADVENTURE ISLAND

PEEPALAE—Start with 9 lives  
SZOEGPGV—Start with infinite lives  
SXXKIAVG—Stop energy bar counting down  
GXNGLAKA—Become immune to rocks  
GZXEAPSA—Keep weapons SPEEIEG—Can mega jump while at rest  
SPEETOZ—Can mega jump while running  
AAEYIPPA + AEVEZGPZ—Multi-mega-moon-jumps!  
AEKAPIPA + PEEEZIAA—Higgs can moonwalk!

## THE HUNT FOR RED OCTOBER

NOTE: THESE CODES MAY NOT WORK ON SOME COPIES OF THE GAME. NO OTHER CODES ARE AVAILABLE.  
ZEVLYAIE—Start with 10 lives  
SXEZXZVG—Infinite lives  
SXEPUVK—Infinite time LTNLKP—Start with 99 horizontal torpedoes  
LTNUJKY—Start with 99 vertical torpedoes  
LVELSKZA—Start with 99 caterpillars  
LVEUXK2A—Start with 99 ECM's  
SXXUSVVK—Infinite horizontal torpedoes  
SUZPVVK—Infinite vertical torpedoes  
OZEUEKOK + AAEUVGP—Gain maximum power horizontal torpedoes on pick-up  
OZSLNOK + AASUSGP—Gain maximum power vertical torpedoes, on pick-up

## HYDLINE

AZKAAVZE—Boost strength, life, magic  
GTKAAVZA—Super boost strength, life, magic  
SXSGBYSA—Don't take damage from most monsters  
AEEUKEVIA—Rapid healing  
AANOVZZA—Rapid magic healing

## ICE CLIMBER

OKEIPGV—Infinite lives  
ATKSALAZ—Become invincible  
AEXKTGLE—Start with 9 lives

VNSKXUNN + ZESKULPA—Players double speed  
SNKXUNN + LESKULPA—Players triple speed  
GPKUOZK—Super jumping power  
ELKITLEY—Monsters bump you instead of killing you

## IKARI WARRIORS

SXSNZTVI—Infinite lives  
SXXNNUVS—Infinite missiles for tank  
SZNZSVS—Infinite bullets  
SXEYZVVK—Infinite grenades PAUYPTE—Start with 9 lives  
ZUNNLZT—Start with 50 bullets  
LTEYALZL—Start with 99 grenades

## IKARI WARRIORS II: VICTORY ROAD

OZUXEPV + GAUXNAPA—Maximum power weapons on pick-up  
GXOLYLIST—Don't take damage from most enemies AUNYIYT—Start game with half normal energy

## IKARI III: THE RESCUE

PEOKUALE—Start with 9 lives  
PEXKZLLE—9 lives after continue  
AEUNGYP—Infinite lives YESKVGPA—3-way firing, instead of punching GZSUOZT—Immune to most kicks and punches

## IMAGE FIGHT

SXSZTPVG—Infinite lives—both players  
PAVXLPL—Start with 9 lives—both players  
ATSLTKOZ—Never lose Pods  
PAELGGAA—Start with V Cannon  
ZAEGLGAA—Start with Reflecting Ball  
LAELGGAA—Start with Drilling Laser  
GAEGLGAA—Start with Seeking Missile  
IAEGLGAA—Start with Seeking Laser

## THE IMMORTAL

GZOLIXVK—Enemy's fatigue level doesn't go down  
GZOUIXVK—Your fatigue level doesn't go down  
YLEUIXVN—Your fatigue level goes down faster  
NEYUIXVN—Your fatigue level goes down slower  
SZSLTXVK—Don't lose energy from fighting!  
SZNLPXVV—Your fatigue level never rises  
ZAKSYPA—More damage from fireballs

## INDIANA JONES AND THE LAST CRUSADE

SZUEEIVG—Infinite lives on bike section  
PAVAGYIE—More lives on ship section  
PAVAGYIA—Fewer lives on ship section  
PAEPIITE—More lives on tank section  
PAEPIITA—Fewer lives on tank section  
PEXTALIE—More lives on castle section  
PEXPTALA—Fewer lives on castle section

## INDIANA JONES AND THE TEMPLE OF DOOM

SZEXOKVK—Infinite lives TEKLULGE—Start with 15 lives  
SzsZGUVK—Always keep sword  
SzxZVVK—Always keep gun  
SzxZAEVK—Freeze timer GLKUXGLV + LVEUXUGL + LTOVKGL—Start with less time

## INFILTRATOR

ZPSLPXZA—Start with more Grenades  
IASLPXZA—Start with fewer Grenades  
AASLPXZA—Start with no Grenades LPKU1ZT—Start with less Spray  
AAKU1ZT—Start with no Spray  
SXXKXING—Never lose Grenades outside buildings  
SZVKAIG—Never lose Grenades inside buildings SXUXKVG—Never lose Spray outside buildings SZUKYING—Never lose Spray inside buildings SZKLVKV—Stop timer ILUOLXPL—Start with less time

## IRON TANK

OIOGLIPA + SXUKTKV—Infinite lives OIOGLIPA + AAUKGGZE—Start with 9 lives SLUVKESO—Super strong tank

## IRON SWORD WIZARDS & WARRIORS II

OXXANAVK—Infinite lives OZUXAVPK—Infinite continues GXXSNKVS—Infinite spells AEEOEAZA—Food gives full energy AAOPNPZA—Drink gives full energy LEVEXZAA—Start with axe and helm ZEVAVXNY—Start with shield AAOAGUGA—Start with ironword AASIVPLA—Fleet foot jumping OKXSYUPX—Fleet foot running LEEEPZAE—Start on wind level GOEEPZAA—Start on tree level TOEEPZAA—Start on water level IOEEPZAA—Start on outer fire level LUEEPZAA—Start on lower earth level PUEEPZAA—Start on lower icefire mountain

## ISOLATED WARRIOR

PAXTILIE—9 lives SZUVPAVG—Infinite lives SZKOSVK—Infinite bombs AASVTKPA—Start with maximum energy and bombs TEOAYZA—More energy restored on pick-up PEOAYZA—Less energy restored on pick-up PANEGAAA + VANEYESE + VEEAZE—Start on Scene 2 ZANEGAAA + VANEYESE + VEEAZE—Start on Scene 3 LANEGAAA + VANEYESE + VEEAZE—Start on Scene 4 GANEAGAA + VANEYESE + VEEAZE—Start on Scene 5 IANEGAAA + VANEYESE + VEEAZE—Start on Scene 6

## IVAN "IRONMAN" STEWART'S SUPER OFF-ROAD

AAUEIPEP—Computer starts with no nitro boosts ZLUEIPEP—Computer starts with double nitro boosts ZLEVZSP—Players start with double-nitro boosts AEKISPPA—Players have infinite nitro boosts PENTYGA—Players have only 1 life GGTGUGOU + GGUTIGAV + KTUTLAK—Infinite money TEKTYGAA—Lots of money and full equipment

## JACKAL

SZPTSI—Both players have infinite lives

PAPKXX—Both players start with 9 lives GXZTSG—Keep weapons after death LEZTKG—Full weapons after death

## JACKIE CHAN'S ACTION KUNG FU

PESIKYYE—9 Tornado Attacks on pick-up PESINVYE—9 360° Spin Kicks on pick-up PESINYYE—9 Sky Attacks on pick-up AESIKYYA—0 Tornado Attacks on pick-up AESISNPA—0 180° Spin Kicks on pick-up AESIVYYA—0 360° Spin Kicks on pick-up AESINYYA—0 Sky Attacks on pick-up SXSKEVKV—Infinite special attacks

TAVGXZAA—Max energy from Energy Bowl PAVGXZAA—Less energy from Energy Bowl

## JAMES BOND JR.

TANTTATE—Start with 15 lives SXEKSOKV—Infinite lives XVOTAEEX—Start with some weapons AANNSLPA—Unlimited weapons (bombs, flares, nukes, bullets) YUSOENOY—Slow down rate of air loss (scuba mode) YESOENOY—Speed up rate of air loss GZUYZIST—Shield doesn't take damage from bullets GZVYPIST—Immune to most damage

## JAWS

SZSATSVK—Infinite lives SZVEYNSE—Infinite shells PEOAGZLA—Start with 1 life TEOAGZLA—Start with double lives SZSELSTK—Don't lose shells on dying SZSETSVK—Don't lose power on dying

## THE JETSONS: COGSKILA'S CAPER

SZLSXVK—Infinite lives IEEPPLA—Better start (more lives and hearts) GKVLEVVK—Don't lose extra hearts on dying ZEVELZPA—2 power packs on pick-up IEVEZPLA—5 power packs on pick-up AUEOIGI—Start with 30 powerpacks ASEOGIAP—Start with 50 powerpacks AAKAIGTA—Small hearts give full health SZELUUVK—Infinite hearts GXUNESNE—Defenses don't use up powerpacks IAUAKAAZ—Shield uses fewer powerpacks ZENEIYAP—Flashlight uses fewer powerpacks

## JIMMY CONNORS TENNIS

AETVPLA—Only 15 points required to win game AEEVAZTA—Only 1 game required to win set instead of 6 EEVVIPEI—Must get 2 points after 40 to win and no duce (always shows advantage after 40) PEKVGPA—Don't need to win by 2 to win tiebreaker

## JOE & MAC

PEUXYALE—Start with 9 lives—player 1 SZNTEVK—Infinite lives—both players SZKVKOKV—Protection from most enemy hits SXUVYVVK—Protection from water

AEXZGLAO—Start with 1/2 energy (die when bar is 1/2 empty) AAKUEAPE—Stone axe and flint do more damage to bosses YAKUEAPE—Stone axe and flint do a lot more damage to bosses

AASLOAZE—Stone wheel and boomerang do more damage to bosses APSLOAZA—Stone wheel and boomerang do a lot more damage to bosses APSLVAGA—Fire does more damage to bosses AZSLVAGA—Fire does a lot more damage to bosses SZVTKVSE—Apple and hambuger worth nothing AAVTULAO—Apple and hamburger restore energy to 1/2 OVUXZAA—Start with stone wheel instead of stone axe—player 1 XUVXZAA—Start with flint instead of stone axe—player 1

XVUXZAA—Start with fire instead of stone axe—player 1 KVUXZAA—Start with boomerang instead of stone axe—player 1 ZEKZGAAA—Start somewhere in level 2

JOURNEY TO SILIUS

SXNGYLVG—Infinite lives PAOSOTLE—Start with 9 lives PEVUILLE—9 lives after continue PEKSOGZA—Start with Machine Gun GEKSOGZA—Start with Laser Gun

AEKSOZGE—Start with Homing Missiles AOKSOZGA—Start with Grenade Launcher IKSOGZA—Start with Machine Gun & Laser Gun OTUVOZSV—Protection against most aliens AAXKAZE—Some aliens are tougher

PAXTIKAZA—Some aliens are weaker

TOOTELOTA—Mega-jump AZVALPPA + EVNEYENY—Speed jump LPSEYPGA + KVNELEKN—Super speed

## JOUST

SXKKZV—Infinite lives ZEOLGLAIE—Start with 9 lives PASKGKA + GZUISOSE + PAUOIOPAA—Start on land 2 GZKATXSE + GZUISOSE + ZAUOIOPAA—Start on land 3 GZKATXSE + GZUISOSE + LAUOIOPAA—Start on land 4

## KID ICARUS

ZAKSXTPA—Small hearts worth 2 energy points IAKSXTPA—Small hearts worth 5 energy points GPKSSVZA—Big hearts worth 20 energy points

## KID KLOWN

AAANAUAPA—Infinite lives SZEKOSE—Infinite energy AAEUGLA—Full energy from hearts ZENANLIA—Less energy from hearts ZENANLIE—More energy from hearts GXEZYV—Mega jump (may get you stuck) GZEZYV—Infinite chances in sub-game (press Start to re-enter the main game)

## KID KOOL

PAVGIALA—Start with one life TAVGIALA—Start with double lives PAVGIALE—Start with triple lives PASKOILA—One life after continue SZKXIVVG—Infinite lives VZOEQVGT—Stop the clock!

## KID NIKI: RADICAL NINJA

GXSOKING—Infinite lives NYUEXOEV—Ninja jumping power! PAOATZLA—Start with 1 life TAOATZLA—Start with 6 lives AESUEGPA—Freeze timer GAUELZTA + GEEPOTTA—Reduce timer value PEVAYPAA + PEUETPAA—Start on round 2 ZEVAYPAA + ZEUETPAA—Start on round 3 LEVAYPAA + LEUETPAA—Start on round 4 GEVAYPAA + GEUETPAA—Start on round 5 IEVAYPAA + IEUETPAA—Start on round 6

## KING'S KNIGHT

GZVXTPSA—Infinite energy  
AOUSAOG—Start with double usual energy  
TESUAGA—Start with half usual energy  
OTVXAPS + PAVXPPA—Only lose 1 energy point when hit  
PESUTPAA—Start with a better character  
ZESUTPAA—Start with the best character normally possible  
IESUTPAA—Start with a super character, better than normally possible

## KIRBY'S ADVENTURE

AOVXVYGA—Start with 17 lives  
ZAKLLXAA—Less energy from 'pep drinks'  
APKLLXAA—More energy from 'pep drinks'  
YZKLLXAA—Full energy from 'pep drinks'  
YONZNYX—Start with less energy  
YKNZNYX—Start with more energy  
SZEPSVSE—Infinite energy

## KIWI KRAZE

XYKTISKN—Super jump  
SUSKLYVI—Infinite lives  
AANGLIZ—Start with 9 lives (and 9 continues)  
AAEGNPZE—9 lives after continue  
GZEXKPV—Infinite continues  
GZVKAUSE + GAVGYLAA—Start on level 2  
GZVKAUSE + AAVGYLAE—Start on level 3  
GZVKAUSE + GAVGYLAE—Start on level 4  
GZVKAUSE + PPVGYLAA—Start on level 5

## KLAX

PAVEGLA—Start with 0 drops allowed  
IAVESGLA—Start with 5 drops allowed  
IANENGGA—When starting on level 6: 5 drops allowed  
LEOAXGIA—When starting on level 11: 3 drops allowed  
SXXLUGVT—Infinite drops!

## KNIGHT RIDER

SXXGEVK + SXKEIEVK—Infinite lives  
S2SYTSA—Infinite shield  
S2EXUNVK—Infinite missiles  
GXXSVVK—Infinite lives  
SZKZYOSU + LYKKAOTT—Start with 99 misses  
S2ZLSOSU + PYSGPGN—Start with 99 lasers  
STZAOSU + ATUZPPTV—Start with full gasoline  
S2ZUGOSU + ITUXIOZV—Start with full shield  
AEVALAZE—Start with 9 lives after continue

## THE KRION CONQUEST

AAKAAZPE—9 lives  
PAKEZPAA + EZXPOOZ + KAXEIPSA—Start on stage 2  
ZAXEIPAA + EZXPOOZ + KAXEIPSA—Start on stage 3  
LAXEIPAA + EZXPOOZ + KAXEIPSA—Start on stage 4  
SXVLQIVG—Infinite lives  
AEOKYITP—Float spell  
S2XNLVSA—Don't lose energy from touching bad guys  
GEXYLEAA + IEOTYPEA—Less energy used up when using fire spell  
PEVGOIGA—Quicker 'super-shot'

## KRUSTY'S FUN HOUSE

PAKATALA—Start with 1 life  
TAKATALA—Start with 6 lives  
PAKATALE—Start with 9 lives  
AAUXAEZA—Infinite energy  
AOXSLPA—Pick up super

balls instead of custard pies  
PKLEPA—Start with 18 pies  
GXKZPKVK—Infinite pies—first life only

## KUNG FU

SUAXAXA—Both players have infinite lives  
PEZELG—Both players have 1 life  
PEZELK—Both players have 9 lives  
GZVKYISA + ATVKYNGG—Don't die when time runs out  
GZLATG—Player 1 start at last level reached  
GLEZPLG—Player 2 start at last level reached  
SEZEGG—Give player 2 an advantage  
AEVXLSP—Enemy easier to shrug off  
ZEVXPIGE—Enemy harder to shrug off  
LEEXSYPA—Normal enemies do more damage  
XYUEUZK—Knife thrower harder to beat

## KUNG FU HEROES

AESLZLPA—Infinite lives  
PASXPIE—Start with 9 lives  
AEVSPAPA—Infinite miracle kicks  
GPVZXPAA—Start with 20 miracle kicks  
OZSXZPSX + GPSUOSK—Start on Castle 8  
PASZNPL—Use with warp to start with 9 lives  
ZAXUGIA—2 E-balls for an extra man  
GAOKOGPA + KYXGOKNN—Mega jumps left and right

## LAST ACTION HERO

PAUVSTLE—Start with 10 lives  
SXXLOGVG—Infinite lives  
PAKOTZTE—Start with 9 continues  
S2ZEV1VG—Infinite continues  
ESXZLAET—Kill bosses with one hit  
VZSAEYVT—Red hearts worth nothing instead of 1 life  
S2OLSGTG—Infinite energy  
ZENTAAA—Start on stage 2: Hamlet  
GENTAAAA—Start on stage 3: The House  
IENTAAAA—Start on stage 4: The Freeway  
TENTAAA—Start on stage 5: The Office block  
YENTAAA—Start on stage 6: The Helicopter  
AENTAAA—Start on stage 7: The Film Premiere  
PENTAAA—Start on Stage 8: The Cinema  
ZENTAAA—Start on the end of level bad guy

## THE LAST STARFIGHTER

PANENLIE—Players 1 and 2 start with 9 lives  
SZPATVAG—Players 1 and 2 have infinite lives  
GAVEKLA + GZVENLSA + GZNAOLSA—Player 1 start on level 5  
PAVEKLA + GZVENLSA + GZNAOLSA—Player 1 start on level 10  
IAVEKLA + GZVENLSA + GZNAOLSA—Player 1 start on level 14  
GXULGSA—Stop irritating shake

## LETHAL WEAPON

OLSSGSO—Infinite ammo when shooting on the ground  
OUISSO + OUXIPSO—Infinite ammo when shooting in the air  
AKVIAAP—E restores energy fully

AEVIXAAP—E worth nothing  
AKKSEAAP—Extra ammo restores energy fully  
AEKSEAAP—Extra ammo worth nothing—if you run out of ammo you can't use gun till next stage

AEUYXAAZ—No energy lost when falling off screen  
AKUYXAAZ—Falling off screen is fatal  
NNNISAAU—Bullet proof vest lasts longer  
ZENISAAU or AOINSAAL—Bullet proof vest does not last as long  
XVUKOOX—Bullet proof vest lasts until end of stage—except when you die from punches or falling off screen  
XTUGTXXX—Start on Level 2  
XZULXLV + LAUGZNP + XTUGIZEK—Start on Level 3

## LEGACY OF THE WIZARD

GZNTYYVG—Infinite magic power  
GXSVLGVI—Never lose items  
GZKUUSA—Shopkeeper forgets to charge  
GXVTLZSA—Never take any damage  
LEUKYKPA—Lyll's strength tripled  
AUUYUNZP—Lyll's jumping improved  
LEUYEYPA—Roas' strength tripled  
ZXXNNGYO—Roas' jumping improved  
PEXNEYLE—Xemn's strength tripled  
AXXINYZP—Xemn's jumping improved  
TEKXNYZA—Menya's strength tripled  
AXXNUGP—Menya's jumping improved

## THE LEGEND OF KAGE

SXVALVVG—Both players have infinite lives  
KEOTAVAA—Both players start with 28 lives  
YAKXYPGE + YASZAPGE + YASZPG—Super-ninja-power jumping ability  
GASAOLZA—Super-ninja-power running ability

## THE LEGEND OF ZELDA

NOTE: When continuing a saved game, you must re-enter the same code or codes you entered at the start of the game.  
AVVLAUSZ—Don't take damage from anything  
YYKPOYZZ—Create character with 8 life hearts  
NYKPOYZZ—Create character with 16 life hearts  
S2VXASVK—Don't lose rubies when buying  
S2VXASVK + AEVEVALG—All items for free  
S2NZVOKW—Infinite bombs  
ESKULTA—Wear a blue ring  
OSKULTA—Wear a red ring

## LEGENDARY WINGS

AAEGLPA + AEEATIPA—Almost infinite energy  
PEALYLE—Player 1 starts with 9 lives  
PANEYLE—Both players start with 9 lives  
ZANAIPZA + ZEVAPIPA—Gain double powers on pickup  
LANAIPZA + ZEVAPZA—Gain triple powers on pickup

PASUGLA—1 strike and you're out  
ZASUGILA—2 strikes and you're out  
IASUGILA—5 strikes and you're out  
PEKLAIGA—1 ball to walk  
ZEKLAIGA—2 balls to walk  
TEKLAIGA—6 balls to walk

## LEMIMINGS

SXULAVG—Infinite time  
S2VTPVG—Infinite climbers  
S2XOAVPG—Infinite floaters  
S2KTPVG—Infinite bombers  
S2ZTPVG—Infinite blockers  
S2VTPVG—Infinite builders  
S2XVLVG—Infinite bashers  
S2ZTGLVG—Infinite miners  
S2STLVG—Infinite diggers

## LIFE FORCE

GZKGLVLI—Infinite lives  
GZSLTSP—Keep pods after death  
PEKGPTAA—Start with Speed  
ZEKGPTAA—Start with Missile  
LEKGPTAA—Start with Rippled  
GEKGPTAA—Start with Laser  
IEKGPTAA—Start with Option  
TEKGPTAA—Start with Force Field

## THE LITTLE MERMAID

AASAGTZE—Start with 9 lives  
IASGGLTA + IAXGAYLA—Start with 5 hearts  
S2SSPLVG—Infinite lives  
GZSILLSA—Keep red pearls after dying  
GZSILLSA—Keep green pearls after dying  
LAKKGTA + ILKKTVOV—Start with all red pearls  
LAKKGTA + TLKKTVOV—Start with all green pearls  
LASILZAA—Get all pearls after dying

## LITTLE NEMO: THE DREAM MASTER

S2KKSZL—9 lives  
S2OKSLVG—Infinite lives  
TOKZKNA—Mega-jump  
GESLYPPA + UYUOIVVN—Speed jumps  
ZEXLPLPA + SYEUPOVN—Super speed  
S2XKTEV—Infinite 'life'  
PEUKOZAA—Start on stage 2  
ZEUKOZAA—Start on stage 3  
LEUKOZAA—Start on stage 4  
GEUKOZAA—Start on stage 5  
IEUKOZAA—Start on stage 6  
TEUKOZAA—Start on stage 7  
YEUKOZAA—Start on stage 8

## LITTLE SAMSON

GZOVAGVG—Infinite heroes  
AOKTPSAE—Increase Samson's energy gauge  
AOKTZSAE—Increase Kikira's energy gauge  
AXKTLAP—Increase Gamm's energy gauge  
AOKTGIGA—Increase K.O.'s energy gauge  
AOKTISAE—Increase Samson's energy  
AOKTTSAAE—Increase Kikira's energy

AXKTYAP—Increase Gamm's energy  
AOKVGA—Increase K.O.'s energy  
GZVPEXSN—Infinite energy  
AAIJZEZG—Crystal ball adds 4 units to energy gauge  
AESXVPZ—Small hearts give 4 energy units

## LODE RUNNER

GZNGYIVG—Infinite lives  
GKOKIGEY + XGOGTGEY + GZNGLEGEY—Become invincible  
ZASKLTIE—Start with 10 lives  
GAUGVGYA + AAKGEGGA—Heavy gravity  
APOIGPAL—Moonwalk!

## THE LONE RANGER

NNKNTIVG—Start with 255

## DOLLARS

GZSZNATG + GZSXOATT—Don't lose money when shooting bystanders (but still lose energy)  
AASXUAPA—Infinite rounds  
IEUZTNZA—Cheaper silver bullets  
ZEUZIYIA—Cheaper standard bullets  
ZESYTIIIE—Start with 10 silver bullet rounds  
YESYTIIIE—Start with 15 silver bullet rounds  
YESYZSZE—Start with 15 standard bullet rounds  
TOSYZSZE—Start with 30 standard bullet rounds  
GZKYPSA—Infinite energy—side views only

## LOW G MAN

PEXITZLE—Start with 9 lives  
PEOKSALA—9 lives after continue  
S2NIEEVK—Infinite lives  
GZKINOVK—Stop timer  
S2VSKOV—Vehicle fuel never runs out  
AAEZATE—Full energy gained from capsules  
PAEZATA—Less energy gained from capsules  
LAVSKAPA—Full EMDP on a new life  
ZAVIKAAA—Full AGM on a new life  
ZEOZTLE—Pick up 10 boomerangs  
ZAVXGTL—Pick up 10 fireballs  
ZEUXATLE—Pick up 10 bombs  
ZESXTTLE—Pick up 10 waves

## MAD MAX

NYEYVYAX—Start with full food and water  
AGOYUYEA—Start with less ammo  
S2XVAZK—Infinite ammo  
AXNEPYAP—More damage done to car  
AAUAUEAA—No damage done to you  
AVKVLPAZ—A better tune-up  
GEEATZYA + GLKEZYL—Cheaper arena pass  
AANEZPZA—Dynamite is free  
AAVEGPZA—Ammo is free

## THE MAGIC OF SCHEHERAZADE

PAKTAZLE—9 lives  
S2XEVPLVG—Infinite lives  
ZAUTAZIA—Start with only 20 Gold Coins  
POKAOZLU—Less energy gained from Bread  
ZAEEXGIA—Less magic gained from Marshrobs  
S2EAEVK—Never lose Marshrobs  
OTSXLGSV—Infinite energy  
OTSXLGSV + PASXGGAA—Take minimum damage

## MAGMAX

S2VVTIVG—Infinite lives in a 1-player game  
AEEVITPA—Both players have infinite lives in a 2-player game  
AEKGKLZ—Both players start with 9 lives

## MAPPY LAND

S2KXITVG—Infinite lives  
JEXXTAZA—Start with 6 lives  
TESXALLA—Start with 6 toys  
PESXALLA—Start with 1 toy  
LESZALAA—Start with coins, not toys  
PESZALAA—Start with fish, not toys  
ZESZALAA—Start with pots, not toys

## MARBLE MADNESS

GOOZPLAA—Extra 20 seconds to complete beginner race  
AXOZPLAE—Extra 40 seconds to complete beginner race

onds to complete beginner race  
GXEXTL—Bonus time not added  
OXVXLZVS—Infinite time

## MARIO BROS.

SXTIEG—Infinite lives  
AAISP—Start with 9 lives  
PENGSAAA—Faster Mario & Luigi  
ZENGSAAA—Mega fast Mario & Luigi  
VYSYAUKY + VYSYPUKY—Mega-jumping Mario & Luigi  
EZKEPKZ + ZAEKOPNG—Faster baddies  
EZKEPKZ + LAEKOPNG—Mega fast baddies  
AEUIUGAG—Coins kill you!

## M.C. KIDS

PAKILYLE—Start with 10 lives  
GKXSUO—Infinite lives  
AAKSAYA + AEKSNPAZ—1 heart per life  
YAKSAYA + YEKSNPAZ—8 hearts per life  
EGETYTIA—Infinite hearts  
EKNVYIA—Don't lose Golden Arches when hit  
AOVEGTGE + AEVEPTLA—Super jump

## MECHANIZED ATTACK

SXUNPEVK—Infinite lives  
EZOKIAZ + PAAOKTAA + EZOKIAZ + PAAOKTAA + KANKPEVE—Start with 9 lives  
AEVOAPLA—Reduce damage by half  
EZOKIAZ + AAOKTAA + KANKTEVE—Start with only 1 magazine  
EZOKIAZ + YAOKTAA + KANKTEVE—Start with 8 magazines  
GPONAOAZ + GPEYLEAZ—Magazine holds only half normal amount of bullets after first magazine used  
EZOKIAZ + PAAOKTAA + KEEGZVE—Start with only 1 grenade  
EZOKIAZ + AAOKTAA + KEEGZVE—Start with 8 grenades  
S2UNTOVK—Infinite grenades  
S2YIOVK—Infinite bullets

## MEGA MAN

OZSKPZ—Infinite lives  
AASPLAZE—Start with 9 lives  
S2ZGZSA—Infinite energy  
TAXOIGO—Start with half energy  
AVVXLPSZ—No harm from any enemies, except super villains  
OXSLEEP + AUSLOEZ—Always get maximum points for shooting super villains  
TAOOYGA—Mega Man mega-jump

## MEGA MAN 2

SXUGTPVG—Infinite lives  
S2XTPSSE—Infinite energy (may get you stuck)  
TEKAIETO—Start with half energy  
PANALALA—Start with 1 life  
TANALALA—Start with 6 lives  
PANALALE—Start with 9 lives  
LZVSSZZY—Gives burst-fire from normal weapon  
TANAOZGA—Power jumps  
AANAOZGE—Super power jumps  
APNAOZGA—Mega power jumps  
GZKEYLAL—Maximum weapon energy on pick-up  
PEAKOPX—Moonwalking

## MEGA MAN 3

AENKAZA—1 life  
IENKAZA—6 lives  
AENKAZA—9 lives  
AAOONPZE—9 lives after

Game Genie Codes for NES

# Game Genie codes for Game Genies

## Game Genie for NES



continue  
AEEGLPA—Infinite lives  
YEUKOTGA—Mega-jumping  
Mega Man  
ASXKLAEG—Longer slides  
NNKIAEEL—Speedy slides  
GXVAAASA—Infinite energy  
NYKGSXGK—Faster Mega  
Man  
ZAKGNIPA—Mega fast Mega  
Man

**MEGA MAN 4**  
AAUKIZIE—Start with 9 lives  
S2GUUVAVG—Infinite lives  
GXNPZTVG—Infinite “energy” pods on pick-up  
AOEAIEPA—Instant megablast!  
YXEAI0ZO—Longer sliding  
ZOEAI0ZP—Shorter sliding  
GE0AGPZA—Faster sliding  
ZANKPTPA + ZEVALLPA—  
Faster running  
AAKEPIE—Mega Man  
mega-jumping!  
GXENESOO—Infinite  
weapon power  
GXVEIPSA—Don’t take damage from bad guys

**MEGA MAN 5**  
GXEYZSA—Infinite Mega  
Man energy  
GXAAIING—Infinite lives  
VAKSUTEA—Start with at  
least 6 energy tanks  
VASIOTEA—Start with at  
least 6 mega-tanks  
GXSEPVZG—Infinite mega-  
tanks on pick-up  
GZSATPVG—Infinite energy  
tanks on pick-up  
YEEXETIA + ONUELEUN—  
Super-jumping Mega Man  
PEXETAIA + NNUEEUY—  
Mega-jumping Mega Man  
OVNLZISV + OTKPYISV—  
Infinite energy for most  
weapons  
PEVLLPGA—Starting  
weapons use less energy

**MEGA MAN 6**  
AAUKVIZE—Start with 9  
lives  
SXEEXTVG—Infinite lives—  
can sometimes die and go to  
another part of the game  
GXEAKYST—Infinite energy—  
except fires, falling into pits and spikes still kill  
you  
LOOEKGPP—Normal shots  
do more damage  
TOKENGLP—Mega-shots do  
more damage

**MENDEL PALACE**  
SLSIXXVS—Infinite lives  
AAVLZP—9 lives  
KEKLKSE—Player 1 has  
more lives  
KEKLKSE—Player 2 has  
more lives  
SZUOOSU + VTUSEOVN—  
Player 1 gains Player 2’s  
speed-ups  
IEIXIAIPA—Pick up more stars

**METAL GEAR**  
SZUPZVG—Don’t take hits  
from bullets  
SXVTXZVG—No hits taken in  
hand-to-hand fights with  
most enemies  
XZVSAYVZ + PAVSPNTT +  
AEKSZYIE—Start with an en-  
ergy boost  
XZVSAYVZ + PAVSPNTT +  
GEKSZYIE—Start with a  
super energy boost  
ZASILYPA—Mystery location  
1  
GASILYPA—Mystery location  
2

**METAL MECH**  
SZEYAVVK—Infinite lives for  
Tony  
PEKSILE—9 lives and 9  
smart bombs  
SZVYISVK—Infinite smart  
bombs  
VNNXTENN—Super-jumping

Tony  
ZEEGXGAIA—Super-speeding  
Tony  
PEEXGAI—Mega-speeding  
Tony

**METAL STORM**  
PEXUNLZE—Start with 9 lives  
AASOYPPA—Infinite lives  
NNNOLAE—Start with extra  
weapons  
AVKPGSL—Slower timer  
AXKPGSL—Faster timer  
AESTKXGA—Permanent fire-  
ball  
AESXNGY—Permanent shield

**METROID**  
SXSGNVSE—Minimum en-  
ergy of 30  
SZULUVK—Infinite rockets  
on pick-up  
ZENSXLIE—Gain 10 rockets  
on pick-up  
YENSXLIE—Gain 15 rockets  
on pick-up  
YAXGVPLA—Extra energy

**MICKEY MOUSECAPADE**  
S2ZOPZVG—Infinite lives  
AESOIPIGE—Start with 9 lives  
OPVOPTSV—Infinite energy  
GPISVGE + LAVSVTGA—  
Mickey and Minnie can  
shoot on any level

**MICRO MACHINES**  
NOTE: There are two ver-  
sions given for some of the  
following codes. If one code  
doesn’t work on your game,  
try the alternate Code. These  
codes can only be used in  
the Micro Machines Chal-  
lenge (NOT in the two-player  
one-on-one game):  
PEKNAYLE / PAXNAYLE—  
Play with 9 lives  
GXSZVVK / GZNXGVVK—In-  
finite lives  
GEKYSZSA / GAXYSZSA—  
Qualify every race!  
PEUYZLVA / PAOYZLVA—  
Ruff Trux after every race  
PASYNALA / PEUYYLLA—Kid  
out of game after every race  
GEKNIYAA / GAXNIYAA—  
Start on race 5  
PEKNYIAE / PAXNIAE—  
Start on race 10  
TEKNIYAE / TAXNIYAE—  
Start on race 15  
LOKNIYAA / LPXNIYAA—  
Start on race 20  
AOKNIYAE / APXNIYAE—  
Start on race 25 (Final Race!)  
GESYOPZA / GAUYOZPA—  
Win Championship race!  
The following codes can be  
used in either the Micro Ma-  
chines Challenge OR the  
one-on-one game:  
AOEAIIA—Faster Boat ac-  
celeration  
AOEGAIIA—Faster Sports  
Car acceleration  
AOETIAIA—Faster Formula  
1 acceleration  
AOEOYIAIA—Faster Turbo  
Wheels acceleration  
AAXAAAIA—Faster 4x4 ac-  
celeration  
AAXAZAZA—Faster Tank ac-  
celeration  
AAXALIAIA—Faster Chopper  
acceleration  
AAXATEPA—Quicker Boat  
deceleration  
AAXAIEPA—Quicker Sports  
Car deceleration  
AAXAYEPA—Quicker For-  
mula 1 deceleration  
AAXEAEP—Quicker Turbo  
Wheels deceleration  
AAXEPEPA—Quicker Jeep  
deceleration  
AAXELAZA—Quicker Tank  
deceleration  
AAXEYEPA—Quicker Chop-  
per deceleration  
YAEAAZPA—Higher bounce  
for Boats  
AEAPAPA—Higher bounce  
for Sports Car

YAEALAPA—Higher bounce  
for Formula 1’s  
yaegaga—Higher bounce for  
Turbo Wheels  
yaiaeapa—Higher bounce  
for Jeeps  
yaeeaya—Higher bounce  
for Tanks

**MIG 29 SOVIET FIGHTER**  
VYNGGLE—Start with 255  
lives  
SZSSOLVG—Keep weapon  
after death  
LANKPAA—Start with best  
weapon  
NNEOZAA—More time to  
refuel  
LEEOZAAA—Less time to re-  
fuel

**MIGHTY BOMB JACK**  
PAOEZZLE—9 lives  
VZUEVNPK—Infinite lives  
AKOEGYAT—Less time in  
game  
EEOEGYAT—More time in  
game  
SXXALNVK—Stop timer  
S2XOEVEK—Enemies don’t  
return from coin transforma-  
tion  
S2ZEXUVK—Power coins are  
not used up  
OESPNTLA—Disable torture  
room  
ZEUOUAPA—Jump through  
walls

**MIGHTY FINAL FIGHT**  
PEVKTYIE—Start with 10  
lives

SZKSNVING—Infinite lives  
PENGYLE—Start with 9  
credits  
S2OOLVG—Infinite credits  
OKXAKZSX + AXKAUZIA—  
Gain experience much faster  
(20 pts at a time)  
S2XNUPSA—Protection from  
most hazards  
EXSEYIKZ + IEVAASLT—Cody  
is stronger  
EZEAYTKZ + IAEEAVLT—Guy  
is stronger  
EXZAYTKZ + LAXEAVLT—  
Haggard is stronger  
EXSEYIKZ + IEVAASLT +  
AKEASELA—Cody is stronger  
and has a super-powerful  
normal punch  
EZEAYTKZ + IAEEAVLT +  
AGUAKPZA—Guy is stronger  
and has a super-powerful  
normal punch  
EZXAYTKZ + LAXEAVLT +  
AKKEOUIA—Haggard is  
stronger and has a super-  
powerful normal punch  
OZUEAVOU + AGUEPTVI +  
XTUEZTNE—Cody is much  
stronger  
OZSATVOU + AGSAYVEZ +  
XTSEAVEE—Guy is much  
stronger  
OZNAGVOU + AGNAITYI +  
XTNATVOE—Haggard is much  
stronger

**MOTOR CITY PATROL**  
ANOIEOGL—Slow down  
timer  
YOOIEOGU—Speed up timer  
IAOXILAA—Start with 5 mer-  
its  
GXUESKV + APUAUGEI—  
Free equipment  
AEEXGTPA—Don’t take  
damage

**MS. PAC-MAN**  
AEUAYTA—1 life for play-  
ers 1 and 2  
IEUAYTA—6 lives for play-  
ers 1 and 2  
AEUAYTE—9 lives for play-  
ers 1 and 2  
KEUEVSE—1 life for player  
2 in 2-player cooperative and  
competitive games  
SXNETZVG—Infinite lives for  
players 1 and 2 in alternat-  
ing type games  
S2EALUVK—Infinite lives for  
player 2 only, in other type  
games  
XVONINZK—Super fast turbo  
speed!  
AAUEZTZA—Pinky out of  
game  
AASEZTZA—Sue out of game

**MILLIPEDE**  
SUKGETVI—Both players  
have infinite lives  
ZAVKSPGE—Player 1 starts with  
10 lives  
ASESIEZ—Increase territory  
to half screen  
AXESIEZ—Increase territory  
to full screen  
NKESIEZ—Shrink territory!  
ZEUSXYTE—Player’s bullets  
move faster  
LEUSXYTE—Player’s bullets  
move slower

**MILON’S SECRET CASTLE**  
S2NZLSA—Infinite energy  
AGSEZAZ—Start with more  
energy  
AISAOXAL—Start with a big-  
ger energy bar  
AEKGNXAA—No energy  
picked up  
AOKGNXAE—More energy  
picked up  
ASNPVZLA—Floating Milon

**MISSION: IMPOSSIBLE**  
TEOUNKGA—Start with less  
energy  
AOOUNKGA—Start with  
more energy  
S2XUTVOU—Take less dam-  
age  
ZENETTPA—Take more dam-  
age

YEXUXKZE—15 Type B  
weapons for Max and Grant  
AAUZIPA—Infinite Type B  
weapons for all  
VKOAVOSX + GAEOPLA—  
Longer disguise time

**MONOPOLY**  
YLSSOLPU—Collect \$300 as  
you pass Go  
AAVAKZAP—Pay \$0 to get  
out of jail  
LOOAVKZP—Pay \$30 for lux-  
ury tax  
IOOAVKZ0—Pay \$100 for  
luxury tax  
AESAVGLP—Pay \$0 for in-  
come tax  
YUSAvgpu—Pay \$300 for in-  
come tax  
YLOSLLK—\$300 to buy  
Boardwalk  
PLOZIGIG—\$200 to buy Park  
Place  
IPOSZGPU—Houses on Park  
Place cost \$100  
IPXILGPU—Houses on Board-  
walk cost \$100  
YAOAILLA—Go Back 7  
spaces instead of 3 on  
Chance

**N.R.C.**  
AAUAZPZE—9 lives  
SUKVTLVI—Infinite lives  
PUVAGAIU—More missiles  
PEUZPZIA—1 missile picked  
up  
PEUZPZIE—9 missile picked  
up  
AEEILGPA—Infinite missiles  
GASPTZLA—More bullets  
picked up  
AAOSUPA—Infinite bullets

**NES PLAY ACTION  
FOOTBALL**  
TOKYLYE—30-minute  
quarters  
ZEKYLKYE—10-minute quar-  
ters  
KEKULNSE—No timeouts—  
player 2  
TEUUNYLA + TEUUNYLA—6  
timeouts per half

**MONSTER PARTY**  
APUPZSGE + AOKPTKGE—  
Start with boosted energy  
GZUPZSGE + GXKPTKGE—  
Start with super-boosted  
energy  
S2XAYYVG—Take no dam-  
age, except from Guardians  
VVKAYVG—Take no dam-  
age from Guardians  
PAKOZIAIA—Start on level 2  
LAKOZIAIA—Start on level 3  
GAKOZIAIA—Start on level 5  
IAKOZIAIA—Start on level 6  
TAKOZIAIA—Start on level 7

**MOTOR CITY PATROL**  
ANOIEOGL—Slow down  
timer  
YOOIEOGU—Speed up timer  
IAOXILAA—Start with 5 mer-  
its  
GXUESKV + APUAUGEI—  
Free equipment  
AEEXGTPA—Don’t take  
damage

**MS. PAC-MAN**  
AEUAYTA—1 life for play-  
ers 1 and 2  
IEUAYTA—6 lives for play-  
ers 1 and 2  
AEUAYTE—9 lives for play-  
ers 1 and 2  
KEUEVSE—1 life for player  
2 in 2-player cooperative and  
competitive games  
SXNETZVG—Infinite lives for  
players 1 and 2 in alternat-  
ing type games  
S2EALUVK—Infinite lives for  
player 2 only, in other type  
games  
XVONINZK—Super fast turbo  
speed!  
AAUEZTZA—Pinky out of  
game  
AASEZTZA—Sue out of game

**M.U.L.E.**  
A2OEPNAI + LAOETYA—  
Humanoids start with \$800  
E1UAYAG + YAUAYTA—  
Flappers start with \$2000  
PEKALITTE—9 ‘months’ for  
beginner game  
GOXAIVGA—20 ‘months’ for  
standard game

**M.U.S.C.L.E.**  
ZESELPLA—Set bout length  
timer to 20

**Codes for use with Galoob’s Game Genie Video Game Enhancer for the Nintendo Entertainment System**

PESELPLE—Set bout length  
timer to 90  
ZEUOUUPA—Computer con-  
trolled players jump faster  
ZASXAAPOA—Computer con-  
trolled players speed up  
OZUEPZSX + LTUEZXYG—In-  
vincibility player 1 team

**MYSTERY QUEST**  
GXNPYAVG—Invincibility  
AEXOGEEY—Immune to  
monster attacks  
AEUOAENY—Immune to  
shallow water  
ATSEUYAG—Start with more  
energy  
AZSEUYAG—Start with less  
energy  
PEUOKPAA—Start with raft  
and key  
GXVOOYSA—Never lose key  
PENOPTAA—Never lose raft

**N.R.C.**  
AAUAZPZE—9 lives  
SUKVTLVI—Infinite lives  
PUVAGAIU—More missiles  
PEUZPZIA—1 missile picked  
up  
PEUZPZIE—9 missile picked  
up  
AEEILGPA—Infinite missiles  
GASPTZLA—More bullets  
picked up  
AAOSUPA—Infinite bullets

**NES PLAY ACTION  
FOOTBALL**  
TOKYLYE—30-minute  
quarters  
ZEKYLKYE—10-minute quar-  
ters  
KEKULNSE—No timeouts—  
player 2  
TEUUNYLA + TEUUNYLA—6  
timeouts per half

**NIGEL MANSELL’S WORLD  
CHAMPIONSHIP RACING**  
GZSULOVV—No extra time  
in the pits  
IVSNIOIN—Accelerate faster  
IVSNIOIN + AKNALGE—Ac-  
celerate a lot faster  
GANKXZYA—Only 3 laps re-  
quired in South Africa in-  
stead of 6  
GANKUZYA—Only 3 laps re-  
quired in Mexico instead of 6  
GANKKZTA—Only 3 laps re-  
quired in Brazil instead of 5  
GANKSzia—Only 3 laps re-  
quired in Spain instead of 4  
GANKVZYA—Only 3 laps re-  
quired in San Marino instead  
of 6  
GANKNZTA—Only 3 laps re-  
quired in Monaco instead of 5  
GEEGEZYA—Only 3 laps re-  
quired in Canada instead of 6  
GEEGOZIA—Only 3 laps re-  
quired in France instead of 4  
GEEGZTA—Only 3 laps re-  
quired in Great Britain instead  
of 5  
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picked up  
ZAXSUAGO—Only 10 Stars  
picked up  
AZXSUAGO—40 Stars picked up  
ZAXSKAGA—Only 1  
Boomerang picked up  
ZAXSSAGO—Only 10 Fire-flames picked up  
AZXSSAGO—40 Fireflames picked up  
YAEILNYA—Less Invincibility time  
AZEILNYE—More Invincibility time

**NORTH & SOUTH**  
IYEUTAOPE—Cannon has 15 shots  
S2KPYUVS—Cannon has infinite shots  
GXXATOSO—No cannons allowed!  
GXXPLKVS—Infinite daggers in the fortress  
IAUETOZA—5 men in the fortress  
IASOGOZA—5 men on the train

**OPERATION WOLF**  
IEVUNSPA—Infinite continues  
AESSLZLT—Never die  
AAVSIIP—Infinite magazines  
AAEIATPA—Infinite grenades  
PEVKVYYE + PAVSIIE—Increase magazines  
PENGXYIE + PAVSIIE—Increase grenades  
GANIYIZA—Double bullets in each magazine  
NNEZALE—Heal completely between levels  
GANULZZA—Grenades inflict double damage  
ZAEGLPIE—Super power drinks

**P.O.W.**  
AEEUZZIE—9 lives  
AENSLPPA—Infinite lives  
APKGLPLA + APESYAZ—Play with less energy  
STOLOUN—Take less damage when hit from behind  
GZUUNUNE + GZLLOSSE—Keep weapons  
AAVGOTPA—Infinite bullets

**PAC-MAN**  
SZEKKIVG—Both players have infinite lives  
VTGKVZ—1 life for player 2  
AYVITOGL—Power pills last longer  
AZVITOGL—Power pills don't last as long  
ATXTZASZ—Power pills don't work  
IAXVYEYE—Only 3 ghosts are edible  
PAXVYEYE—Only 2 ghosts are edible

**PANIC RESTAURANT**  
OXVPVAK—Infinite energy—except when you fall on spikes  
ZASYZGZE—Start with 10 hearts  
YAOZNIZE—Start with 15 lives  
SAOSAVGV—Infinite lives  
AIVYGGLT + AIVKXYLT—Start 1st level with 80 on timer  
TGVYGGLT + TGVKXYLT—Start 1st level with 70 on timer  
GLVYGGGL + GLVXKXYL—Start 1st level with 60 on timer  
OZVKGZVK—Infinite time

**PAPERBOY**  
SXSEVZVG—Infinite lives  
OZNOKAVK—Infinite papers  
GOXAUZA—Start with 20 papers  
GPUONUZA—Gain 20 papers on pick-up

**PAPERBOY 2**  
ZEUYGIE—Start with 10 lives—Paperboy only  
AAKEZLPA—Infinite lives  
GPELGVZA—Start with 20 papers  
AEVNPNA—Infinite papers  
IEOAEOZA—Pick up 5 papers  
YEOAEOEZ—Pick up 15 papers  
GOOAEOZA—Pick up 20 papers

**PETER PAN AND THE PIRATES**  
SZOKYLVG—Infinite lives  
PENKLGLE—9 lives  
S2ZSNZGA—Faster flight meter  
SZVSXXV—Infinite flight power  
TONGZKZE + TPXKYUZE—Start with more energy  
IENGZKZA + IAXKYUZA—Start with less energy  
ZAUUZP + ZAOVIPA—Faster flying left and right

**PHANTOM FIGHTER**  
VTKEKGSA + KAVKOGNA—Start with Sword  
VTKEKGSA + SAVKOGNA—Start with Bell  
VTKEKGSA + UAVKOGNA—Start with Tonent  
VTKEKGSA + XAVKOGNA—Start with Talisman  
TASKNGAA + VAVKOGNA—Start with 6 Scrolls  
SXSLZUE—Infinite energy  
OVSLPSV + PESZLAA—Take less damage when attacked

**PIN-BOT**  
PANTGZLE—Start with 9 balls  
OZVYVZV—Infinite balls

**PINBALL**  
PASGPALE—Start game with 9 balls  
SUXKLEVS—Infinite balls in 'B' game

**PIPE DREAM**  
POALPLE—Start with 9 wrenches  
S2KTPUVK—Infinite wrenches  
AAOGZIA—One-way pipes from level 1  
IAOGZIA—One-way pipes from level 5  
ZAOKPZLE—One-way pipes from level 10  
KEUAUVE—Tunnels galore  
GPKIEGZP + ZPKINGGP—Pumps before reservoirs  
GPKIEGZP—Pumps instead of reservoirs

**PLATOON**

SXKOPVPG—Infinite grenades, Stage 1

S2SPYAVG—Start Stage 1 with double capacity magazine

AEKESYGE—Double hits, Stage 1

SXKAUYVT—Don't take damage in Stage 1

GAKEAIA—Start on Stage 2 SXVAXTVG—Don't take damage in Stage 2

LAEGGATA—Start on Stage 3

SXKEUZVG—Freeze timer in Stage 4

IEVEOPLA—Play with more time in Stage 4

PAKOPIE—Double hits in Stage 4

ZAKOPIA—Half hits in Stage 4

GEXEUPTE—Start Stage 4 with double ammo

**POPEYE**

NOTE: THESE CODES MAY NOT WORK ON SOME COPIES OF THE GAME. NO OTHER CODES ARE AVAILABLE.

GSGKXG—Infinite lives for

**Popeye**  
PAPKNE—9 lives for Popeye

**POWER BLADE**  
AAXYZE—9 lives  
S2SIAAVG—Infinite lives  
SZKAKXOU—Take minimum damage  
GZUITAVG + GZVITASA—Don't lose boomerang strength when you die  
GZUSGAVG + GZVSZASA—Don't lose multi-boomerangs when you die  
OTKESZV—Don't take damage from monsters!  
AZXSAVAU—Mega jump

**POWER BLADE 2**  
AEKEPTZ—Start with 9 lives  
GZISLAVG—Infinite lives  
OVSLZSV—Infinite energy  
OVSLZSV + PESLLAA—Take minimal damage  
ATKXKZS—Stop timer  
YPKGNXYU—Speed up timer  
YKGNXYU—Slow down timer  
GXEVXTVG—Infinite life tanks  
GZEIPLVG—Infinite energy tanks

Start with Tonent  
PAEAGIAE—Start on stage 2  
TAEGIAE—Start on stage 3  
AAXGNUPA—Mega-jump  
AAOVNEY—Autofire and Autojump

**PUZZINIC**

ITKIPXGL—Slower timer

TPKIPXGU—Faster timer

**Q\*BERT**

SXSGZPGV—Infinite lives

ZAXZLIE + ZEUOOIGE—Start with 10 lives

AESPVGAE—Start on level 3

GOSPVGAA—Start on level 6

AXSPVGAA—Start on level 9

**PREDATOR**

SZNGXVG—Infinite lives in jungle mode

SXKGZOKV—Infinite lives in big mode

LASEOELA + XLSEUVE—Start each life with laser rifle

AVUGVGSA—Infinite life points in jungle mode

AEOTOP—Mega-jumps in jungle mode

NTENEGE + ATOAEEOZ—Don't die if you fall down holes

**PRO WRESTLING**

IETTTZP—Only have 5 seconds to get back into ring

ZEETTZO—Only have 10 seconds to get back into ring

TOETTZO—30 seconds to get back into ring

PEKXKIA—Rounds are only 1 minute

LEXIKIA—Rounds are only 3 minutes

AEXIKIA—Rounds are 8 minutes

ZEXIKIA—Rounds are 10 minutes

ZAVTGTGL—2-second pin count

**PRO SPORT HOCKEY**

IAEUSYYPE—Player 1 goals worth 8

AENLYYPE—Player 2 goals worth 8

ZENPIPAE + VNVNPYVT—Player 1 starts with 10 points

ZENPIPAE + NVPYVT—Player 2 starts with 10 points

**PUGSLEY'S SCAVENGER HUNT**

PEVKZTIE—Start with 9 lives

SXUGZKVK—Infinite lives

PENKZTA—Start with 1 heart

GENKZTA—Start with 4 hearts

AASVUGIL—Always be able to fly

AAKGYGPA—Infinite hearts

AOTVETAO—Mega-jump

**THE PUNISHER**

ZEOTTYIE—10 lives

XVOVGXK—Never lose a life against normal enemy

XVOEOXOK—Never lose a life against end of level enemy

XTSWSNXK—Infinite grenades

AESYAPPA—Infinite bullets

and rockets  
GEUZYZA—Faster Punisher  
PEUYNLAA—Pick up 150 machine pistol bullets  
PEUNXLAA—Pick up 150 assault rifle bullets  
AAEUPAO—Less energy picked up  
AEEUPAO—More energy picked up

**PUSS 'N BOOTS—PERO'S GREAT ADVENTURE**

PEOGZALE—Start with 9 lives

SZOKZVG—Infinite lives

GOSTNUAU—Start with less energy

SZNGOIA—Infinite energy

GAEGIAIA—Start on stage 1

PAEAGIAE—Start on stage 2

TAEGIAE—Start on stage 3

AAXGNUPA—Mega-jump

AAOVNEY—Autofire and Autojump

**PUZZINIC**

ITKIPXGL—Slower timer

TPKIPXGU—Faster timer

**Q\*BERT**

SXSGZPGV—Infinite lives

ZAXZLIE + ZEUOOIGE—Start with 10 lives

AESPVGAE—Start on level 3

GOSPVGAA—Start on level 6

AXSPVGAA—Start on level 9

**QIX**

IANAZZPA—Start on Level 5, player 1 game

ZANAZZPE—Start on Level 10, player 1 game

GPNAZZPA—Start on Level 20, player 1 game

IEEGZPA—Start on Level 5, player 2 game

ZEEEGZPE—Start on Level 10, player 2 game

GOEGZPA—Start on Level 20, player 2 game

**QUATRO ADVENTURE**

TAOGPTLA—Start

Boomerang Kid with 6 lives

SZOGXVK—Infinite lives in Spacehead

PEKGGLE—Start Linus

Spacehead with 9 lives

AZKPNAP—Increase oxygen (Linus Spacehead)

AEULZPA—Never lose oxygen (Linus Spacehead)

SXEGLYVG—Never lose life in the water (Linus Spacehead)

ZSXKLVG—Never lose life in the land (Linus Spacehead)

PAVGILLE—Start Super Robin Hood with 9 lives

SXNKZIVG—Infinite lives (Super Robin Hood)

AVONSPG—Become invincible (Super Robin Hood)

PAEGLTLE—9 energy hearts (Super Robin Hood)

PEKSZYAA—Invincible (Treasure Island Dizzy)

OZNTKASX—Walk backwards (Treasure Island Dizzy)

PEUSYAA—Start with snorkel (Treasure Island Dizzy)

PEUSYAA + IEKNIZZP—Start with axe (Treasure Island Dizzy)

PEUSYAA + KPNIZZP—Start with dynamite (Treasure Island Dizzy)

PEUSYAA + IEKNIZZP—Start with heavy weight (Treasure Island Dizzy)

**RAID ON BUNGELING BAY**

PENGZIE—Start with 9 lives

SXSIASV—Infinite bombs

SXVPIXA—Take no damage from ANYTHING

LEVTKTYP—Start on round 3

TEVKTYP—Start on round 6

PEVKTYP—Start on round 9

AZOIIEGZ—You can only carry 5 bombs

**RALLY BIKE**

PAUIKTA—Start with 1 life in 1-player game

ZAUKTIIE—Start with 10 lives in 1-player game

PAUKITA + ZAXSTGTA—Start with 1 life in 2-player game, both players

SZAUKTIIE + LAXSTGTA—Start with 10 lives in 2-player game, both players

SZAUKTIIE—Infinite lives in 1-player game

SZOSIKVN—Infinite lives in 2-player game, both players

SIUKLUVV—Infinite gas

**RAMBO**

SXOVKZT—Never lose weapons

ZEEETITIA—More medicine bottles

GOEAPVZA—More throwing knives

ZEEETITIA—Start with 2 medicine bottles

ZPNEITPP + ZOEAALTPP—Start with bow and arrows

LPNEITPP + LOEALTPP—Start with exploding arrows

IPNEITPP + IOEALTPP—Start with hand grenades

GOXTZXAA—Gain double items on pick-up

**RAMPAGE**

NYSLGLUYN—More energy

stage 2 (Go Dizzy Go!) for player 1  
NYVKTUYN—More energy for player 2  
YLSGLUYN—Less energy for player 1  
YLVKTUYN—Less energy for player 2  
NNNGKYN—More energy for players 1 and 2 after continue  
YUNGKYN—Less energy for players 1 and 2 after continue  
AAOUPPA + AASLSSPPA—No harm from water  
AEXLGPAP—No harm from falling  
GXLXLOP—No harm from attacks or bad food  
AXXLGPAP—More damage done from falling  
GEULLLIA—Double energy from food  
AEULLLIA + ZKULTUZE—Half energy from food

**R.C. PRO-AM**

NOTE: THERE ARE TWO VERSIONS GIVEN FOR THE FOLLOWING CODES. IF ONE CODE DOESN'T WORK ON YOUR GAME, TRY THE ALTERNATE CODE  
AAEIPPPA / AASUAPPA—Infinite continues  
AEXEPZPA / AAUAGZZA—No continues  
IEXEPZPA / IAUAGZZA—5 continues  
AEXEPZPA / AAUAGZZE—8 continues  
GEUGAPPA / GAOGOAPA—Max turbo on first pick-up  
GEKKGPPA / GAKXSPA—Max tires on first pick-up  
GAVGIPPA / GEKGTYP—Max speed on first pick-up  
ZEUGAPP / ZAOGOAPA—Double turbo on first pick-up  
ZEKKGPPA / ZAKXSPA—Double tires on first pick-up  
ZAVGIPPA / ZEKGTYP—Double speed on first pick-up  
SXVLGZAK / SZKLOPAK—Computer cars go crazy!

**R.C. PRO-AM II**

AESOLAZE—Start with 9 credits  
SUEEGXVS—Infinite credits ATUXYGSZ—Items in the Model Shop are free if you have enough money PEETEOEG—Buckshot costs 10 instead of 2,000 AANTSPIA—Scoopers cost 2,200 instead of 15,000 AANTULPA—Dynafit tires cost 2,320 instead of 10,000 AAVVUPLA—Mega Motor costs 1,360 instead of 50,000 AAVVOLLA—Hyper Motor costs 1,840 instead of 30,000 AEEVOPIA—Freeze costs 2,200 instead of 15,000 AEETNPIA—Lazer costs 1,200 instead of 14,000 AEETSPGA—Bombs cost 1,760 instead of 12,000 GEOGNTAA—Start on Track 5 ZEOGNTAE—Start on Track 10 YEOGNTAE—Start on Track 15 IOOGNTAA—Start on Track 20 ZOOGNTAE—Start on second Tug-O-Truck Challenge LOOGNTAE—Start on Track 25 GOOGNTAE—Start on Track 29 SXKVLVVS—Infinite lasers on purchase SXSTKZKVS—Infinite bombs on purchase SXOVGVVS—Infinite freezes on purchase SZXVGSVS—Infinite buck-shot on purchase

# Game Genie codes for NES



## Game Genie for NES

Codes for use with Galoob's Game Genie Video Game Enhancer for the Nintendo Entertainment System

SZSTTSVS—Infinite missiles on purchase

### RENAULT

SXUOTVG—Infinite lives  
AEOSLYZE—Both players start with 9 lives  
AIUOZUAZ—Start with a super energy boost  
PEXYYYAA—Start on mission 2  
ZEXSYAA—Start on mission 3  
LEXSYAA—Start on mission 4  
TOSVOXTU—Timer runs faster  
EXSVXTL—Timer runs slower

### THE REN & STIMPY SHOW: BUCKEROOS

NYOXYLYE—Infinite health  
NYVUOZTE—Infinite lives  
PEUAPLTE—Start with 10 lives  
VNXLSSO—Start with \$11 instead of 0  
OUEAXXXO—Infinite collectibles  
SAEELNV—Start on Robin Hoek level  
ITEYOGUL—Longer invincibility after getting hit  
PAXNPIZIE—9 custard pies picked up

### RING KING

GZEPVVK—Unlimited power in 1-player game  
GKXZYOP—Don't lose stamina from fighting  
LEOSLYTA—Cut timer to 30 seconds  
PEOSLYTE—Boost timer to 90 seconds  
GXOZOOP—Players can't hurt each other!

### RIVER CITY RANSOM

TOSNAVYE—Start with double every attribute!  
LVNYIYIL—Increase stamina to 99  
AGENAYAZ—Player 1 starts with double money  
AGOYYAZ—Player 2 starts with double money  
PAENIYAA—Player 1 starts with \$100 extra  
PAONGYAA—Player 2 starts with \$100 extra

### ROAD RUNNER

SZOUUVK—Infinite lives  
XVUGAOEK + VXVTSUE—Never lose seed  
AAEVGTIA—Start game with 1 life  
LAEVGTIE—Start game with 12 lives  
PPEVTGIA—Start game with 18 lives

### ROADBLASTERS

SZIEGVK—Infinite credits  
GAVLUTZA—Double credits  
ATNEISZ—Infinite UZ Cannon  
PEEAIE—Extend lifetime of UZ Cannon  
AVSEKSVG—Infinite Nitro Injectors  
NNSEOEIE—Extend lifetime of Nitro Injector  
AKSEOEIA—Reduce lifetime of Nitro Injector  
SXVEKSVK—Infinite Cruise missiles  
SZEKVKV—Infinite Electro Shield

### ROBIN HOOD: PRINCE OF THIEVES

VAXEOLSA—Infinite hit points for Robin in 'main combat'  
EYXAOPAL—Infinite HP for Robin in 'dueling combat'  
GOXLLNA—Bandages give more hit points back  
AQUILUA—Food gives more hit points back—EXCEPT FOR LEG OF MEAT  
AASPIZPA—Infinite arrows

### ROBOCOP

SXKXYIVT—Infinite time  
SGOTKLIA—Infinite ammunition  
SZKVOTSA—Won't take damage from touching enemies  
SZVVVYSA—Won't take damage from enemy bullets  
PAOYNILE—Triple normal power on power food pickup  
PAXNEILE—Triple normal time on battery pickup  
TPXNEILA—Max time on battery pickup  
TPOYNILA—Full power on power food pickup  
PAESZPA + SAESLSP + YAXSAPPE—Use with Infinite ammunition code to start with machine gun and Cobra gun

### ROBOCOP 3

OXONLPSV + POONGPVX—Invincibility  
ZLVGIXPP—Start with 2x energy  
GAVIXPO—Start with 1/2 energy  
GNUNAEKN—1 hit kills all enemies  
VVKGLATE—Lots of repair icons

### ROBOWARRIOR

GZUNYXTK—Don't take damage from bomb blast  
GZNNYXTK—Don't take damage from monsters/stops  
power drain  
GPVTPSZA—Gain 20 super bombs on pick-up  
SZKTYPPG—Never use up super bombs  
ZEVKLPAE—Start with 10 of everything!  
ZANGAPPE—Set firing range to 10  
AEVGIPPE—Start with Defense Level at 8

### ROCKETEER

AOSLNKAE—Start with 3x energy  
GZSINSV—Infinite energy  
TPOZZXZ—3x normal bullets picked up  
GLEZGZGO—3x silver bullets picked up  
AAVLKII—Loads of all weapons with infinite ammunition

### ROCKET RANGER

ZEOGSYPA—Double amount of Lunarium in storage  
LEOGSYPA—Triple amount of Lunarium in storage  
AEGSYPA + ZUOKNYAA—Half amount of Lunarium in storage  
LVOXNGL—Lunarium level in backpack at 99  
SZSPGU—Never lose Lunarium in backpack

### ROGER CLEMENS' MVP BASEBALL

ZANEPLA + ZEOUYPLA + ZEVKGPLA—2 strikes and you're out  
PANAPLA + PEOUYPLA + PEVKGPLA—1 strike and you're out

OOVSLPLA—Strikes are not called when batter doesn't swing  
GANAAPZA—Strikes are not called when batter swings  
PENKLPGA—1 ball for a walk  
LENLPGA—3 balls for walk

OONIALAA—Infinite balls (balls are not called)  
SLNLPY—Infinite balls and strikes

### ROLLER BALL

PANGPLA—All players start with only 1 ball  
S2KGPXVS—Infinite balls for all players

### ROLLERBLADE RACER

PAUKUZLE—Start with 9 lives  
OXVSAYVK—Infinite lives  
AEVPIVY—8 falls and you're dead  
ZAUKNZA—Start on the City Street  
GAUKNZA—Start on Hit the Beach  
TAUKNZA—Start on Panic Park

### ROLLERGAMES

SXENAVG—Infinite lives  
GXVPAZVG—Infinite special moves  
TASATEGA—Start with less energy  
APSATEGE—Start with more energy  
PAKAAGAE—Mega-jump  
GZONISA—Stop timer  
YPOASUYU—Faster timer  
YYQASUYU—Slower timer

### ROLLING THUNDER

SZNTULVG + SZSTULVG—Infinite lives  
PEVOLALE—Start with 9 lives  
SZEVYZVG—Stop timer  
PASPYLGE—Start with 9 lives after continue  
AEEVAZE—Start with increased life meter  
EKSTEAVG—200 machine gun bullets on pick-up  
SUOZPVX—300 machine gun and 300 normal bullets on pick-up  
GOKVNZAL—Gain fewer bullets on pick-up  
LEXTZAAA + LAKTLAA—Start with loads of ammunition!  
EKKVZAU—Start with 200 bullets  
EGVKLZU—200 bullets on each new life  
ZLVTYPA—Self-replenishing bullets!

### RUSH'N'ATTACK

GZOEAVVG—Infinite lives—player 1  
GZOEIVYG—Infinite lives—player 2  
AENASIPA—Never lose POW

### S.C.A.T.

AANSUPGA—Infinite energy  
ZUXGKTTA—Start with more energy  
ZANVNGLE—More energy picked up  
AEESVKA—Don't lose speed-ups when hit  
NNEIKGAK—Longer immunity  
APKSEGAG—Shorter immunity  
PAEIKTTA + NYEISVXY—Faster maximum speed-up  
TENIKIGA + XNNISKNN—Faster normal speed-up

### SECTION Z

PEXSZLE—Start with 9 lives  
ZAUUNZAE—Energy tube gives full energy boost  
NNNOTSY—Autofiring capability

### SEICROSS

SUTEEX—Infinite lives  
PELEGU—Start with 9 lives  
PELEGU—Slow motion

### SHADOW OF THE NINJA

SZSNIIVG—Infinite continues  
PEEVZIAE—9 continues  
GZVXSKSO—Don't lose energy from enemy attacks  
AAVPGIGA—Don't lose energy from falling

APOEOGGA—Maximum energy gained from potion  
PAOEOGGA—Less energy gained from potion  
AZUAGOOG—40 throwing stars on pick-up

GPKAVGIA—20 bombs on pick-up  
GAPUVAZA—Start with more ammo in Snowball Blast  
PAUPVAZA—Start with less ammo in Snowball Blast  
IESTEYLA + IAVVNMLA—More jumps allowed in Acro Aerials

### THE SIMPSONS: BART VS. THE SPACE MUTANTS

NOTE: THERE ARE TWO VERSIONS GIVEN FOR THE FOLLOWING CODES. IF ONE CODE DOESN'T WORK ON YOUR GAME, TRY THE ALTERNATE CODE.  
IPKYXUGA / IPUYVUGA—Super-jumping Bart  
XVONYXXX / VOYOLXXX—

### SHATTERHAND

AEVNAIZE—Start with 9 lives  
GENNZSA—Play with less energy  
AAKKSPPA—Power-ups don't use up gold  
AXXAZZGO—Double the value of big coins  
ZEXAZZGO—Big coins only worth 1/2

### SHINOBI

SZELXVK—Infinite lives  
AANALAZE—9 lives  
SZNIPNVK—Infinite life energy  
GAXOTATE + GENGPTE—Start with double normal energy  
IEKONILA—Turbo running

### SHOOTING RANGE

ASUAVIAZ + ASKOVKAZ + SXVNOOUD—Double usual shots per round  
ASUAVIAZ + ANXOVAX + SXVNOOUD—Triple usual shots per round  
ASUAVIAZ + EXXOVKAZ + SXVNOOUD—Quadraple usual shots per round

ASUAVIAZ + GEETTLA—More time for level 1  
ZEKAILLA + ZAEETTLA—Less time for level 1  
GAOAATZA + AAOAPTZL—More time for level 2  
PAOAATZA + ZLOZTTL—Less time for level 2  
GAOAATZA + ZLOALTAA—More time for level 3  
PAOAATZA + AAOALTAA—Less time for level 3  
GTEPOAZL—Double bonus time for hourglasses  
PPEOAZU—Half bonus time for hourglasses

### SILENT SERVICE

LTPEOIAI—Start with 99 deck gun shells

SZKVPORG—Infinite deck gun shells  
S2SVUPVG—Infinite bow torpedoes  
SXEPUTVG—Infinite aft torpedoes

### SILKWORM

PAXGXALE—Start with 9 lives  
SXSZVIZVG—Infinite lives using helicopter  
SZVVGTVG—Infinite lives using jeep  
PEEGSPL—9 lives using helicopter after continue  
PEOKNPLE—9 lives using jeep after continue  
SZEZLTLA—Keep firepower and speed-ups for helicopter  
SZOPTPSA—Keep firepower and speed-ups for jeep  
EEOVYUE—Restrict movement area for helicopter  
EEOVGYEV—Restrict movement area for jeep

### SILVER SURFER

IAXSGIPA—Player 1 starts with 5 smart bombs  
IAVIPIA—Player 2 starts with 5 smart bombs  
SXEKSNK—Infinite lives for both players  
NYVTLVG—Infinite smart bombs for both players  
GXEITSS—Keep cosmic weapons after losing a life  
GXEISLSE + GKIHOUSE—Keep orbs after losing a life  
IEEISIPA—Have 5 smart bombs on a new life

### THE SIMPSONS: BART VS. THE SPACE MUTANTS

NOTE: THERE ARE TWO VERSIONS GIVEN FOR THE FOLLOWING CODES. IF ONE CODE DOESN'T WORK ON YOUR GAME, TRY THE ALTERNATE CODE.  
IPKYXUGA / IPUYVUGA—Super-jumping Bart  
XVONYXXX / VOYOLXXX—

### STOP TIMER

ANENPXGU / AYNNIXGU—Slow down timer  
AXENPXGL / AZNNIXGL—Speed up timer  
PAONAYAA / PAENGYAA—Gain 2 coins for every 1 collected  
PAONTNT / PAOYZNT—Only 10 coins needed to get an extra life

### THE SIMPSONS: BART VS. THE WORLD

SZONIPST—Infinite lives

SZVVEVKV—Infinite energy EISVNEY—Lose lives more easily  
OLUNPOP—Infinite firecracker balls  
PAEPPAAE—Start with 99 firecracker balls  
PAXXVGLE—Start with 9 lives  
SZNPEVK—Infinite tries for the card match game

### THE SIMPSONS: BARTMAN MEETS RADIOACTIVE MAN

PAVAYYLE—Start with 10 lives and 10 credits  
OLVYAZOP—Infinite lives SZNENEVK—Infinite credits ASVTOZAZ—Laser bolts worth more on pick up SXNNVEVK—Infinite laser bolts  
AAUY-PYGA Infinite energy AXUVSIA—Cold breath worth more on pick up AAKYKPPA—Infinite cold breaths

OAKNUEE—Don't lose laser bolts when you die ZAUZAYAA—Start in chapter 1 level 2 IAUZAYAA—Start in chapter 1 level 3

### SKATE OR DIE 2

SXUXZPVG—Infinite energy in Adventure game SXVPTVPG—Infinite paint clips in Adventure game AANPZPPA + AAXOZLPA—Infinite eggs in Adventure game AAVPTLPA + AEEOAPP—Infinite M-80's in Adventure game

AEESAAPG + AAKATAPG—Skate at any speed in Adventure game PAUULLLA—Only 1 skateboard in Stunt Ramp PAUULLLE—9 skateboards in Stunt Ramp

SXKPVYVG + SXUZGAVG—Infinite skateboards in Stunt Ramp TAOILLA—More time in Stunt Ramp ZAONILLA—Less time in Stunt Ramp

TEKOKZIA—Super speed in Stunt Ramp

### SKI OR DIE

Snowball Blast ZENKTTPA—More snowballs picked up in Snowball Blast OOEPEVAAP—Start with more time in Snowball Blast AKEPVAA—Start with less time in Snowball Blast IOKKITAP—More time gained in Snowball Blast IEKKITAP—Less time gained in Snowball Blast GAUPVAAZA—Start with more ammo in Snowball Blast PAUPVAAZA—Start with less ammo in Snowball Blast IESTEYLA + IAVVNMLA—More jumps allowed in Acro Aerials

### SNAKE, RATTLE 'N' ROLL

SXEYOVZG—Freeze timer AGNNVXTT—Faster timer EPNNVXTT—Slower timer AEXAYZ—9 lives, both players AEUAETZ—9 lives, both players, after continue SLOUSVVS—Infinite lives, both players ZAXOSGP—Super jump LAXOSGP—Mega-jump

### SNAKE, RATTLE 'N' ROLL

SXEYOVZG—Freeze timer AGNNVXTT—Faster timer EPNNVXTT—Slower timer AEXAYZ—9 lives, both players AEUAETZ—9 lives, both players, after continue SLOUSVVS—Infinite lives, both players ZAXOSGP—Super jump LAXOSGP—Mega-jump

### SNOW BROTHERS

SXNEYUVI—Infinite number of chances PAXXPLZ—Start game with 10 chances instead of 3 (count starts at 9 instead of 2) AAXXPLZA—Start game with 1 chance (count starts at 0) PAOAYLZ—Always get 10 chances after a continue (count restarts at 9) AAOAYLZA—Always get 1 chance after a continue (count restarts at 0) YAEYAAE—Start with

Speed Skates, Power Shots and super snow-throwing  
OUOOOGEOO—Don't lose super ability after you lose a chance

**SOCER**  
APOOKZIP—Each half lasts only 10 minutes  
AIOOKZLP—Each half lasts for 50 minutes!  
PASLVTAA + KASUOTSA + KASUUVSE—Player 1 starts 1 goal up  
LASLVTAA + KASUOTSA + KASUUVSE—Player 1 starts 3 goals up

**SOLAR JETMAN**  
AAKSZLGE—8 ships and 8 lives  
SZZXONIVG—Infinite lives AEXXAVNY—Minimum damage taken from walls AEXZGVSY + AEXXAVNY—No damage taken from walls AASSZLPE—Start with more money AEUIOQXA + GXXSOZSA—Items for free SVEKOVON—Weapons use up no energy

**SOLOMON'S KEY**  
XTKKKEXX—Infinite lives GZOXLAAX—Indestructible fireball AAXZIALZ—Continuous fairies KAXOOEVE—Start with 40,000 life points GZUPTOSE—Start on last level reached VTUPTOSE—Start on next level

SZSESXVK—Infinite lives AAXELPLE—8 lives after continue GAOEUIZA—Start with full flasks of potions SUSPIXVS—Never use up potions SXUXYGAX—Multi-jumping

**SPLEUNKER**  
IXOPPSVK—Infinite lives AANATPZE—Start with 9 lives AEXYATAP—Become invisible! ATKPAIAZ + TUEEYKNN + GXXOAKX—Become invincible

**SPY HUNTER**  
SXKAYOVK—Infinite lives SZKUANVK—Infinite missiles VXEVTSE—Infinite smoke GXSAKUKE + GSXANUSE—Keep special weapons TEEXXIAA—Start with 6 extra lives TEEXLIA—Double missiles on pick-up YAEZNIYE—Slow down timer

**SPY VS. SPY**  
SZVAYUVK—Stop black spy's clock SXUELUVK—Stop white spy's clock PUEAPLIU—Black spy has 100 seconds in a minute PUSAILIU—White spy has 100 seconds in a minute ONVZYNTU—Black spy has deadly punches IEVZLYIE—White spy has deadly punches

**SQQON**  
AEEAAIPA—Infinite lives AEEUESLSE—Start with 9 lives GXXAKSE + GSXUSXE—Never lose humans on dying SZEESOVSK—Never lose your special weapon ZEOOEYPA—Gain main weapon on rescuing 9 humans

**STAR SOLDIER**  
SZOEPAVG—Infinite lives

PEOAPPAA—Start with laser GXPVXTVG—Infinite shield power ZAOOYIE + ZENOGLIE—Double shield power

**STAR TROPICS**  
SXTAKVK—Infinite lives TASTYZLA—6 lives with a new character TAUTGILA—6 lives after continue SZNZGPAX + VZVZLOSV—Infinite energy PEXXYTIA + PEUZLTIA—Only 1 star needed to restore energy PEXXYTIE + PEUZLTIE—9 stars needed to restore energy SUXXPSVS—Infinite weapons ZUVLZEP—Gain 50 fire weapons on pick-up ZUSUYETP—Gain 50 bat weapons on pick-up IEUZZNGA—Only 3 hearts needed to use shooting-star AEOPYTO—Only 8 hearts needed to use super-nova

**STAR VOYAGER**  
GZ5ZTVG—Infinite life support pods GPKIASZA—Start with double life support pods TPKIASZE—Start with triple life support pods AASLSLLA—Barrier won't take damage AOKLVLEI—Radar won't take damage ENXLXLEI—Cannon won't take damage AAXUULLA—Engine won't take damage

**STAR WARS**  
IAXAGAZA—Start with 1 life IAXAGAZA—Start with 6 lives AAXAGAZE—Start with 9 lives GZSYLSSO—Immune to spikes (may get you stuck) SLVNUYNO—Immune to most bullets GXNUZIT + SLKLYVSO—Immune to most collisions AAKNGZA—Full energy on big energy pick-ups AGKLUGAZ—Less energy on big energy pick-ups AGKLUGAZ—More energy on big energy pick-ups ZEKOIAZA + ZEKKIPIA—Always running

**STAR FORCE**  
SZEVTVG—Infinite lives AEAUAIZE—Start with 9 lives YYVEGONN—Turbo speed

**STARSHIP HECTOR**  
SZKIOVG—Infinite lives AANSOGZE—Start with 9 lives GEVVIGPA—Extra energy from capsules OUVYEGSV + PEUYOGTA—Take minimum damage

**STAR TREK**  
**25TH ANNIVERSARY**  
LEOOGVYE—Kirk has more energy GEOOVGYA—Kirk has less energy LAUXAYYE—McCoy has more energy GAUXYAYA—McCoy has less energy LAUXAYYE—Spock has more energy GAUTAYA—Spock has less energy

LAUXAYYE—Security has more energy LAKXAAYE—Geologist has more energy GAKXAAYA—Geologist has less energy LASXAYE—Biologist has more energy GASXAYA—Biologist has less energy

less energy LASPAYE—Historian has more energy GASZPAYA—Historian has less energy YEKUYPGA—McCoy gives full energy to injured party

**STAR TREK:**  
**THE NEXT GENERATION**

OQUTXPYOP—All systems are immune to damage—shields down SZVUTNSE—Shields are immune to damage—shields up AGKVTEP—Quicker damage repair APKVTEP—Very quick damage repair EGKVTEP—Slower damage repair ZKNVLEZE—Enemy does less damage AAUZPAGY—Photon Torpedoes always work AAEXTPNY—Phasers always work AAOXPOKT—Phasers fire for longer AAVTVEIL—Damage is repaired immediately SZVUTNVE—Transporter power does not decrease most of the time IANUXTAZ—Less transporter power required most of the time GVNZOTIZ—Standart does not advance—

**STEALTH ATF**  
SZV55VK—Infinite missiles AOUXXEAE—Start with double missiles SZVXNVN—No damage taken from enemy's bullets AVUXNAVP—Start with less fuel AEKZZLZE—More enemy planes on the screen

**STINGER**  
6 YNGAKTL + PAVKTGAP—Start with Dual Cannons 7 YNGAKTL + ZAVKTGAP—Start with Laser 8 YNGAKTL + GAVKTGAP—Start with Shoot Right 9 YNGAKTL + AAVKT-GAO—Start with Shoot Left YNGAKTL + APVKTGAP—Start with Five Direction Firing YNGAKTL + AZVKTGAP—Start with Three Direction Firing YNGAKTL + AGVKTGAP—Start with Force field GZNGNLSP—Keep weapons after death PAXXPGLE—Start with 9 lives OZVKKLVS—Infinite lives

**STREET COP**  
TAOTXPAA—Less time on the timer ZPOTXPAA—More time on the timer SZNTAVG—Stop timer GXESTZST—Immune to damage

OVESTZSV + PEESYZAP—Take minimum damage AONGNAAU—Start with less energy AVNGNAAL—Start with more energy

**STREET FIGHTER 2010:**  
**THE FINAL FIGHT**

PAEETAGE—Start with 9 lives SZUATPVG—Infinite lives AEUPIGZA—Become invincible PEUPIGZA—Take less damage LEUPIGZA—Take more damage GZOAZPSA—Keep power-ups after losing a life AEKINGZA—Keep power-ups when hit ZESEPSPA—Faster Ken

## STRIDER

ZAUXXYPE—More energy from small capsules (10) GPUXXNZA—More energy from big capsules (20) ZAUXXYPE—Health from small capsules (10) GPUVXNZA—Health from big capsules (20) ZAEXVNAO—Double health and energy from all capsules

## STUNT KIDS

PESGNZZE—Start with 9 lives SZSZVKV—Infinite lives PEESPALE—Start with 9 turbos VANILVKE—Always have 9 coins after a race SZKOEVOV—Coins worth nothing on pick up SLONXVXS—Infinite time—player 1 SLOXOUVS—Infinite time—player 2

## TECMO SUPER BOWL

APUXLZIA—10 minutes per quarter instead of 5 PUXLZIA 15 minutes per quarter AZUXLZIA—20 minutes per quarter ZAUXLZIA—2 minutes per quarter SNNXPZVG—Freeze timer for continuous play (Press RESET to stop)

AAOATTIA—Touchdown scores 0 instead of 6—player 1

AEOEVITA—Touchdown scores 0—player 2 or computer

GAOATTIE—Touchdown scores 12—player 1

GEOVITE—Touchdown scores 12—player 2 or computer

AAEALYPA—Extra-point kick scores 0 instead of 1—player 1

EEEUTPA—Extra-point kick scores 0—player 2 or computer

TAEALYPA—Extra-point kick scores 6—player 1

TEEEUTPA—Extra-point kick scores 6—player 2 or computer

AEKAGGLA—Field goal scores 0 instead of 3—player 1

AAKEKGGLA—Field goal scores 0—player 2 or computer

PEKAGGLE—Field goal scores 9—player 1

PAKEKGLE—Field goal scores 9—player 2 or computer

PESEGLGA—Super moon-jumps for Mario

AAEZGPA—Mega moon-jumps for Luigi

PENALLGA—Super moon-jumps for Toad

PAXAPGGA—Super moon-jumps for Princess

XVANNSZK + XVNEXSZV—Super turbo running

AEVAVIIA + AENEETIA—Permanent turbo running

AXSETUAO + EVAPEUVE—Super fast run for Mario

AZEEGKAO + EEEYKEV—Super fast run for Luigi

AXNIAUOA + ESENNEAUEV—Fast run for Toad

AZXALKAO + EIXATKEV—Super fast run for Princess

AEXALGZA—Speed up enemies

AXNAZSA + EVNALSEY—Super speed enemies

**NOTE:** There are two versions given for some of the following Codes. If one code doesn't work on your game, try the alternate Code.

YESUAPTE / YESLPPTE—Strong Wart

AVENYZE / IAVEUYZE—Strong Birdetta

YAXXIZYE—Strong Tryclyde

YAVXVGGE—Strong Fryguy

YAEXTPGE—Strong Clawgrip

YEVXVYLE / YEVZNYLE—Strong Hawkmouth

AAVENYZA / AAEVUYZE—Weak Birdetta

TPEPLAAX / TONEYNAX—Birdetta spits eggs instead of fireballs (appears in late levels of the game)

PEEPUZAG + IUEPSZAA + TEEPVZPA—Start on World 2

\* 29ZEEPUZAG + IUEPSZAA + TEEPVZPA—Start on World 3

\* 30ZEEPUZAG + IUEPSZAA + TEEPVZPA—Start on World 4

## SUPER MARIO BROS.

AATOZE—Start players 1 & 2 with 9 lives VATOLE—Start player 1 with 8 lives and player 2 with 3

## SUPER MARIO BROS. 3

SIXIOPUZAG + IUEPSZAA + TEEPVZPA—Start on World 5

\*

3IEEPUZAG + IUEPSZAA + TEEPVZPA—Start on World 6

\*

3TEEPUZAG + IUEPSZAA + TEEPVZPA—Start on World 7

\*

**SUPER MARIO BROS. 4**

SLXPLOVS—Infinite lives for Mario and Luigi

AEKPTZGA—1 life for Mario and Luigi after continue

AEKPTZGE—9 lives for Mario and Luigi after continue

ELKZYVEK—Power Jumps EZKZYVEK—Super Power Jumps

EAKZYVEK—Mega Power Jumps

GZUXNGEI—Multi-Jumps SZEZSKOZ—Skywalker OKXZELSX—Super speed running

XVUXNUEE—Turbocharged running

AANZKLLA—Can raise power meter while standing still so that you can fly from a standing start (must be Raccoon Mario)

PEUZUGAA—Start on World 2

ZEUZGAA—Start on World 3

LEUZGAA—Start on World 4

GEUZUGAA—Start on World 5

IEUZGAA—Start on World 6

TEUZGAA—Start on World 7

YEUZGAA—Start on World 8

**SUPER MARIO BROS. 5**

SZNEVSKV—Infinite lives GZELVXSE—Infinite life meter (except if you hit a spike)

GOEANKAO + USEEKKKA—Walk backwards

SXUASOXU—Quick pick up AEEUKGKL—Special "squat" high jumps

PPXAOIJA—Princess has mega-float

PAXAOIJA—Princess has mega-float and lunar descent

PESEGLGA—Super moon-jumps for Mario

AAEZGPA—Mega moon-jumps for Luigi

PENALLGA—Super moon-jumps for Toad

PAXAPGGA—Super moon-jumps for Princess

XVANNSZK + XVNEXSZV—Super turbo running

AEVAVIIA + AENEETIA—Permanent turbo running

AXSETUAO + EVAPEUVE—Super fast run for Mario

AZEEGKAO + EEEYKEV—Super fast run for Luigi

AXNIAUOA + ESENNEAUEV—Fast run for Toad

AZXALKAO + EIXATKEV—Super fast run for Princess

AEXALGZA—Speed up enemies

AXNAZSA + EVNALSEY—Super speed enemies

**NOTE:** There are two versions given for some of the following Codes. If one code doesn't work on your game, try the alternate Code.

YESUAPTE / YESLPPTE—Strong Wart

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YAVXVGGE—Strong Fryguy

YAEXTPGE—Strong Clawgrip

YEVXVYLE / YEVZNYLE—Strong Hawkmouth

AAVENYZA / AAEVUYZE—Weak Birdetta

TPEPLAAX / TONEYNAX—Birdetta spits eggs instead of fireballs (appears in late levels of the game)

PEEPUZAG + IUEPSZAA + TEEPVZPA—Start on World 2

\*

29ZEEPUZAG + IUEPSZAA + TEEPVZPA—Start on World 3

\*

30ZEEPUZAG + IUEPSZAA + TEEPVZPA—Start on World 4

**SUPER PITFALL**

SZKSASKV—Infinite lives—1-player game

SXXSBSV—Infinite lives—1-player 2

PAVIPALE—Both players start with 9 lives

LEXKNYZA—Start with 30 bullets

Game Genie codes for NES

# Game Genie for NES



Codes for use with Galoob's Game Genie Video Game Enhancer for the Nintendo Entertainment System

# Game Genie codes for NES

**PEKKNYZA**—Start with 10 bullets  
**AEYILPA**—Infinite bullets  
**LENELZA**—30 bullets gained on pick-up  
**PENLELZA**—10 bullets gained on pick-up

#### SUPER SPRINT

**SZETUVVK**—Infinite continues  
**IEKKNTAA + GSXGSUVSE**—More obstacles on tracks  
**ZEKNTAA + GSXGSUVSE**—Even more obstacles on tracks  
**YEKNTAA + GSXGSUVSE**—Lots and lots of obstacles on tracks

#### SUPERMAN

**AAXSEIEA**—Never die when out of super power  
**SXNSSKSE**—Never lose super power  
**XVUVYZIA**—Start with lots of super power  
**AVEOUIAL**—Double max power of all items at start  
**AXUPYLAP**—Double usual item power on item power crystal pick-up  
**EUXUPYLAP**—Full item power on item power crystal pick-up  
**EZVPKS0Z + PAVPSIAA + KANPXSSE**—Start at mission 2  
**EZVPKS0Z + ZAVPSIAA + KANPXSSE**—Start at mission 3  
**EZVPKS0Z + LAVPSIAA + KANPXSSE**—Start at mission 4  
**EZVPKS0Z + GAVPSIAA + KANPXSSE**—Start at mission 5

#### SWORDS & SERPENTS

**ZLXGNVZA + ZLXKSZVA**—Start with 50 health points each  
**VANGKTE**—All characters have Scale Armor

#### TERMINATOR 2: JUDGMENT DAY

**SXOATOVK**—Infinite lives  
**PANXPGLA**—Start with 9 lives  
**GVTXZAX**—Infinite life energy  
**OXNVKPK + VNNVSXNN**—Take minimal damage  
**XNVSOKN**—Super jump  
**PAOOVZZA + PAUOXXZA**—Slower running  
**LAOOVZZA + LAUOXXZA**—Faster running  
**LESPKGZA + LEVPEGZA**—Faster and longer jumping

#### T & C SURF DESIGNS

**GXUZZZVG**—Infinite lives for skating  
**GNXKLALVG**—Infinite lives for surfing  
**PEOGILZA**—When surfing lose only 1 symbol  
**PAEZAYALA**—When skating lose only 1 symbol if you fall into the ocean or a crack  
**GKXLXAVG**—Stop timer  
**LESPGZPA**—Increase time

#### T & C SURF DESIGNS 2: THRILLA'S SAFARI

**PAXEPPLE**—Start with 9 lives  
**OPXEPPLA**—Strat with mega lives  
**OXEVIIV**—Can't collect coconuts  
**YAUALPAE**—Start with 15 coconuts plus what you've collected in sub-game  
**OZSIZYVK**—Infinite lives  
**PAXEIPZE**—Start with a lot more health

#### TALE SPIN

**PYVKZYLN**—Start with 10 lives  
**PNNGVNLN**—10 lives after continue  
**GZKGNVKV**—Infinite lives

from getting trapped by obstacles  
**AAXEGPTA**—Infinite energy  
**PYGETLN**—9 continues  
**SXNKXLVG**—Infinite continues  
**PYVGUAY**—Add \$1,000,000 to end-of-level bonus

#### TARGET: RENEGADE

**SZEAZOVG**—Freeze timer  
**SXEXATSU**—Set timer to 5:00 for all levels  
**SXEXATSU + NKEEAEZEE**—Set timer to 3:00 for all levels  
**AEKE5ZZA**—Hearts replenish energy to maximum  
**SXVZVTSA**—Don't take most damage  
**TASPPGP**—Take half damage from bosses

#### TECMO BOWL

**ZAXAYIGA + ZAXOTPGA**—Only 2 downs allowed  
**TAXAYIGA + TAXOTPGA**—6 downs allowed  
**GAOTSPA**—More time for the 1st Quarter

#### TECMO NBA BASKETBALL

**SLVUPUVS**—Infinite timeouts  
**AEOLPVPA**—2-pt. shots worth 1  
**ZEOLVPA**—2-pt. shots worth 1  
**LEOLVPA**—2-pt. shots worth 1  
**GEOLVPA**—2-pt. shots worth 1  
**IOLVPPA**—2-pt. shots worth 1  
**6.3-pt. shots worth 7**  
**AVNUVOVT**—3-pt. shots worth 2 pts.  
**NYSENZE**—5-second violations become 10-second violations  
**NYOPTNZE**—No 10-second violations  
**ASOLESEA**—Longer shot clock after getting ball on rebound  
**AEOLSEA**—Shorter shot clock after getting ball on rebound

#### TECMO WORLD WRESTLING

**IEUSTOZA**—Half training time allowed  
**GOUSTOZA**—Double training time allowed

#### TEENAGE MUTANT NINJA TURTLES

**ZUNOATGP**—Pick up 50 weapons at a time!  
**GXSOUAST**—Don't take most damage  
**SXVZGSOO**—Don't take damage from non-killing seaweed

#### TEENAGE MUTANT NINJA TURTLES II: THE ARCADE GAME

**PEOIAULPA**—Start with 9 lives  
**PETKXZZE**—More powerful turtle weapon  
**PEOKVZGE**—More powerful 'jump + attack'  
**PETXEZLE**—More powerful kick

#### TEENAGE MUTANT NINJA TURTLES III: THE MANHATTAN PROJECT

**AENKLZPA**—Infinite lives  
**AEQALLE**—Start with 9 lives  
**SLXUTXVS + SLXKPKSO**—Infinite energy  
**ALUGVYAG**—High jump  
**AZUGVYAK**—Super jump  
**AZUGVYAG**—Mega jump  
**SXNSKKV**—Infinite continues instead of 3

**PAUZOGLA**—1 continue  
**PAUZOGLE**—9 continues

#### TERRA CRESTA

**SZKVPVTG**—Infinite lives  
**AAKSPGZA**—Start with 1 life  
**IAKSPGZA**—Start with 6 lives  
**AAKSPGZE**—Start with 9 lives  
**SXSTULVG**—Infinite "ship formation" splits  
**PEOTEA + PEKGETLE**—9 "ship formation" splits  
**TKTSLGAZ**—Indestructible!  
**AEVKNGA**—A secret mega-weapon

#### TETRIS (Nintendo version)

**ENEALYNN**—Two-player interactive game!  
**APSEGZY**—Need only complete 10 lines in game B  
**AISEGYA**—Must complete 50 lines in game B  
**EASEGYI**—Must complete 80 lines in game B  
**PASAUPPE**—Faster 'forced' fall rate

#### TETRIS 2

**AUAUESSO**—Speed does not increase in 1P game  
**VNUEUESSO**—Speed increases much faster in 1P game  
**TEXAKYPA**—Start and stay at speed of 25 in 1P game  
**ZEKESPP + PESAOASP**—Maximum speed is 2 instead of 25 in 1P game  
**GOKESSPP + LOSAOSAP**—Maximum speed is 20 in 1P game  
**OZNETPOU + PPNEYPA**—Every round starts with 20 fixed blocks in Vs. games  
**AAVZYVAA**—Cannot pause game with START button

#### THUNDERBIRDS

**SXNTOVVK**—Don't lose life points when colliding with enemy

**SZUVUNVK**—Don't lose life points when hit

**SXNVSXNN**—Don't lose energy points when colliding with enemy

**SZKVNEN**—Don't lose energy points when hit

**ATXEEAN + ATXEGNA**—Limited forward movement

**GEXETTAZ + GEEXETZA**—Faster craft

**EZUAEETG + XTUAKVEK**—Full firepower on first pick up

**PSEKIVGL**—81 Days to defeat Hood

**TOEKIVGU**—30 Days to defeat Hood

#### THUNDERCADE

**GXVYPVII**—Infinite lives  
**PAOYTZLE**—Start with 9 lives

**AAUMLIPP**—Infinite missiles

**GZXYZTVI**—Infinite bombs

**TENNPZLA**—Start with double bombs

**PENNPKZLE**—Start with triple bombs

**ZANYGZAA**—Autofire!

#### TOOBIN'

**SXUTGIVG**—Infinite lives  
**PAOTZTLE**—Start with 9 lives

**AAUMLIPP**—Infinite cans

**GAOTTTZE**—Start with 12 cans

**ALKXTAAZ + ALVXLAAZ**—Turbo left and right movement

#### TOM AND JERRY

**PASNVZLE**—Start with 9 lives

**SXSYEVK**—Infinite lives

**AEYXAPPA**—Infinite energy

**LEXYPAPA**—Minimum energy—one touch kills!

#### TOP GUN

**GKKIKIVG**—Infinite missiles

**ASEKTOAZA**—Take off with double Hound missiles

**AXEKYPG**—Take off with double Wolf missiles

**GOOGAOZA**—Take off with double Tiger missiles

**GXUSNGVG**—Infinite fuel

**IANKLOZA**—Start with half fuel

**EAEKSNLAA**—Immune to bullets (but not missiles!)

#### TOP GUN: THE SECOND MISSION

**SZVYLIVG**—Infinite lives

**PASYALLE**—Start with 9 lives

**AAKEUYPAA**—Infinite missiles—1 player game

**AENAZIPAA**—Infinite missiles—2 player game

**KUVZTIKO**—60 Phoenix missiles—1 player game

#### TINY TOON ADVENTURES

**AAXKUYZE**—Start with 9 lives  
**AEXNZZEE**—9 lives after continue

**YXXIXXLU**—Slow down timer  
**YPXIXXLU**—Speed up timer  
**SZOOSVVK**—Infinite energy after collecting one heart  
**SZNOUNKV**—Infinite lives  
**AEEPPYPA**—Pick up more hearts

#### TINY TOON ADVENTURES 2

**VVVNAVSE**—Start with 110 tickets instead of 10

**SXUXVXVK**—Protection against hits on log ride  
**SZSEASVVK**—Protection against hits on train  
**SZOUUXVK**—Protection against hits on bumper cars  
**SKXAYVUK**—Protection against hits on roller coaster  
**SZSALOKV**—Protection against hits in fun house  
**AANPYPLA**—Log ride costs nothing instead of 3 tickets  
**IANPYPLA**—Log ride costs 5 tickets

**AANPIPZA**—Train costs nothing instead of 2 tickets  
**IANPIPZA**—Train costs 5 tickets

**AANPPGGA**—Roller coaster costs nothing instead of 4 tickets

**TANPPGGA**—Roller coaster costs 6 tickets

**AANPLPPA**—Bumper cars cost nothing instead of 1 ticket

**GANPLPPA**—Bumper cars cost 4 tickets

**AANOZPIA**—Fun house costs nothing instead of 50 normal tickets

**PANOZPIA**—Fun house costs 10 normal tickets

**PANOZPIE**—Fun house costs 90 normal tickets

#### TO THE EARTH

**AAEUXTGA**—Your shots use up no energy

**ZAEUTZGA**—Your shots use up less energy

**AAEUXTGE**—Your shots use up more energy

**AEUVEYGP**—Enemy bombs do no damage

**GOEUEVZA**—Bonus energy for shooting enemy

#### TOM AND JERRY

**PASNVZLE**—Start with 9 lives

**SXSYEVK**—Infinite lives

**AEYXAPPA**—Infinite energy

**LEXYPAPA**—Minimum energy—one touch kills!

#### TOBIN'

**SXUTGIVG**—Infinite lives

**PAOTZTLE**—Start with 9 lives

**SEZIZVNG**—Infinite cans

**GAOTTTZE**—Start with 12 cans

**ALKXTAAZ + ALVXLAAZ**—Turbo left and right movement

#### TOM GUN: EXODUS

**GZUKGST**—Take no damage from most monsters

**AEQAOVAA**—No limit on stat points

**YKEAUTVZ + LKUAVYZU + LGSOPAZU**—75 stat points to start, not 50

**LSEAUVTX + YSUAVYZU + YISOPAZU**—95 stat points to start, not 50

**IZEOPTPE**—Start with 10 of each item

**EKEOAPGV**—Start with 200 GPs

**ZEOOAPGT + PUEPTPAL**—Start with 512 GPs

**AAXIAPPAA**—Never lose tools

**KPVSVZOP**—Never lose magic

**AAEUPYPA + OLUAGYOI**—Rapid magic recovery

#### ULTIMA: QUEST OF THE AVATAR

**AZKPTIPA**—Start with 8336

**KOVXTISA**—20 Phoenix missiles—2-player game

#### TOTAL RECALL

**AVVNOVAKZ**—Infinite energy!

**OZNKEPSX + ALNKOOLZ**—Start with less energy

**OZNKEPSX + NYNKOOLZ**—Start with more energy

**PAOPTTAA**—Mage starts easier to kill

**PENVKEGE**—Take less damage

**XYUVNUXT**—Gain maximum energy from canisters

#### TOTALLY RAD

**SZSEYXVK**—Infinite lives

**AEXXSTZEE**—Start with 9 lives

**SVNTKON**—Don't lose energy from bad guys

**GXXAKPSN**—Infinite magic

**AOOAYGAO**—Super jump

**YOOAYGAO**—Mega-jump

**TEONALIA**—Half a life or

**half magic** give full energy

**SZVAYIVG**—Immune to fire and water

#### TROJAN

**PNKPXLE**—Start with 9 lives

**PAOKNZE**—Start with 9 lives

**PAEENYOT**—Axe costs 1 instead of 225

**PAEUYGP**—Staff costs 1 instead of 20

**AAOAXYPA**—Sword costs 144 instead of 400

**AAEAKYZA**—Bow costs 168 instead of 8

**PAXAONEG**—Leather costs 1 instead of 200

**AAXAKYZA**—Chain costs 88 instead of 600

**AAXEXNPA**—Plate costs 196 instead of 2500

**AUNOYSLA**—Fighter starts with Strength of 48 instead of 27

**NYOOPVSK**—Fighter starts with Experience of 255 instead of 205

**LEVOZIPA**—Fighter starts with 812 Hit Points instead of 300

**LKNPVIYE**—Fighter starts with 75 Magic Points instead of none

**Gold Pieces** instead of 400

**APKPTIPA**—Start with 4240 Gold Pieces

**AAKPTIPA**—Start with 144 Gold Pieces (for experts)

**ZEVPTIAA**—Mage starts with 712 Hit Points instead of 200

**PAOPTTAA**—Mage starts with 381 Experience points instead of 125

**AXNOIAP**—Mage starts with Strength of 32 instead of 16

**GTXPVAA**—Start with 100 Ash instead of 8

**GTXPVAA**—Start with 100 Ginseng instead of 8

**GTXPVAA**—Start with 100 Garlic instead of 9

**GTXOATYA**—Start with 100 Silkweb instead of 7

**GTXOATYA**—Start with 100 Fungus instead of none

**GTXOATYA**—Start with 100 Manroot instead of none

**AEKTTITG**—Heal costs nothing instead of 70

**AAVILSAZ**—Cure poison costs nothing instead of 10

**AAEEXNPA**—Plate costs 196 instead of 225

**PAEENYOT**—Axe costs 1 instead of 225

**PAEUYGP**—Staff costs 1 instead of 20

**AAOAXYPA**—Sword costs 144 instead of 400

**AAEAKYZA**—Bow costs 168 instead of 8

**PAXAONEG**—Leather costs 1 instead of 200

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**NYOOPVSK**—Fighter starts with Experience of 255 instead of 205

**LEVOZIPA**—Fighter starts with 812 Hit Points instead of 300

**LKNPVIYE**—Fighter starts with 75 Magic Points instead of none

#### ULTIMA: WARRIORS OF DESTINY

**SUSTXVS**—Infinite consumable items such as food and torches—**MAY NOT BE ABLE TO DISCARD SOME ITEMS**

**AAEZIPZL**—A night at the Wayfarer Inn is free

**AEUZPAA**—Sulfurous ash is free instead of 1 GP (Healer's Herbs)

**AEUZGAAZ**—Ginseng is free instead of 2 GP (Healer's Herbs)

**AEUZYAZA**—Garlic is free instead of 2 GP (Healer's Herbs)

**AEUXIAG**



AAEZGALA—Dagger is free instead of 3 GP (Iolo's Bows)  
AAEYZEA—Short sword is free instead of 40 GP (Iolo's Bows)  
AAOZAAPV—Crossbow is free instead of 150 GP (Iolo's Bows)  
AAAOZLAAS + AAOZGALA—Magic bow is free instead of 800 GP (Iolo's Bows)  
AAAOZTAPA—Arrow is free instead of 1 GP (Iolo's Bows)  
AAAOXPZA—Bolt is free instead of 2 GP (Iolo's Bows)

#### ULTIMATE STUNTMAN

NOTE: THERE ARE TWO VERSIONS GIVEN FOR MOST OF THE FOLLOWING CODES. IF ONE CODE DOESN'T WORK ON YOUR GAME, TRY THE ALTERNATE CODE  
SZEIPUVK / SXNSYXVK—Infinite time  
SXXSVVK / SXXSNUVK—Infinite 'Crez' weapon until end of stage  
PEXXOAIE / PEXXSATE—9 seconds on clock pick-up  
AEEZSPZA / AEQZPKZA—Full energy on pick-up  
OVXZNPVS + PEXXEONY / OVUZPKPSV + PEUZSON—Minimum damage taken  
NYXXXVAN / NYXXXVAN—Shield lasts longer on Human Fly stages  
AGXXXVAY / AGXXXVAY—Shield lasts a shorter time on Human Fly stages  
GXUAOKV—Don't lose a life on Ground Pursuit, Boat and Hang Glider stages  
SZOUZVK / SXNXKVNK—Don't lose a life against end-of-stage bosses and on Street Combat stages  
SXXLVSVK / SXUXSVK—Don't lose a life on Human Fly stages

#### THE UNTOUCHABLES

AAXKTEGA—Start on scene 2  
ZAXKTEGA—Start on scene 3  
GAXKTEGA—Start on scene 4  
TAXKTEGA—Start on scene 5  
ZAXKTEGE—Start on scene 7  
SXUAZGVG—Infinite time on scenes 1 and 4  
GEXELPZA—More time on scene 1  
TAXELAGA—More time on scene 2  
TAXEYAGA—More time on scene 3  
TAXAPAI—More time on scene 5  
ZAOEAAPA—More time on scene 7  
SLOEAGVI—Infinite energy on scenes 1 and 4 only  
SXKAATVG—Infinite energy on scene 2 only  
AZNETGAP—More ammo picked up on scene 2  
IANETGAP—Less ammo picked up on scene 2  
PAOEAG—More ammo picked up on scene 7

#### URBAN CHAMPION

AEEIZGGE—Powerful quick punches  
TOEIZGGA—Super powerful quick punch  
GZOTZLGV—Freeze the timer  
LENVTZTA—Speed up the timer  
AAXSLLPA—Become a stronger fighter  
LAXSLLPA—Become a weaker fighter

#### VICE: PROJECT DOOM

SZSKIOVK—Infinite lives  
SZNNNSV—Stop timer  
SZVYXVK—Infinite grenades  
SZKNNXVK—Infinite bullets  
ZEOYNGGV—10 coins for an extra life

POOYNGGV—25 coins for an extra life  
GOENELIA—20 extra Grenades on pick-up  
POXYXUZE—25 extra Bullets on pick-up  
LINTNLXIA—Start with 99 grenades  
SXVYVKSE—Infinite power  
VPOEPKXY—Start timer for round 1 at 150  
VPUAZKXY—Start timer for round 2 at 150

#### VINDICATORS

KLUAGTVI—Infinite lives  
AAKKYTZE—Start with 9 lives  
AAUKYTZO + VIKGPTEI—Start with 80 shots  
AAUKYTZO + KIKGPTEI—Start with 80 bombs  
VYKEIVI—Automatic fuel replenishment  
GZOEVXON—Never lose stars  
VVAAPSA—Start with 10 stars  
ZAUKYTP—Quicker shot reload  
AZKGYVAA—Start with increased shot range  
LPKKLVGE—Turbo speed

#### WACKY RACES

AAKVEIZE—Start with 9 lives  
SASSZEVK + SEKIYEVK—Infinite lives  
AASTOILE—Start with 8 hearts  
GXSGSVVK—Don't take most damage  
GXSGSVVK + GZNKVVK + GZKUUSVK—Infinite hearts  
EKUVKIK—Start at race 1, end of stage 1  
NKUVKIKK—Start at race 1, end of stage 2  
KSUVKIKG—Start at race 1, end of stage 3  
ESUVVIVS—Start at race 2, end of stage 1  
KSUVVIVS—Start at race 2, end of stage 2  
EVUVVIVI—Start at race 2, end of stage 3  
KVKEIXT—Start at race 3, end of stage 1  
EVKEIXV—Start at race 3, end of stage 2  
KVKEIXV—Start at race 3, end of stage 3  
ENKEIXT—Start at race 3, end of stage 4  
XNUVKIKG—Go straight to level boss—use with an "end of stage" code to select any boss

#### WAYNE'S WORLD

PANEYAGA—Start with 2 lives  
YANEYAGA—Start with 8 lives

PANEYAGE—Start with 10 lives  
VXKESXVK—Infinite lives  
EANEZELA—Start with less Worthiness

AGNEZELA—Start with much less Worthiness  
SZEKUSE—Infinite Worthiness

NNSLYYKU—More time in level  
NNILYIYU—More time in Donut shop in level 1

SXASLOVK—Infinite time  
AANAKLZA—Power-up restores all Worthiness  
SZNANUSE—Power-up worth nothing

SZOOUSUV—Getting all donuts is worth no extra lives

YOKEZOLU—Faster timer  
AEEKZOLU—Slower timer  
IAEZXAGP—5 special moves picked up

AEZEXAGO—40 special moves picked up

#### WEREWOLF: THE LAST WARRIOR

SZXTTLVG—Infinite lives  
ZEOYNGGV—10 coins for an extra life

PAENGIA—Only 1 anger point needed to become Super-Werewolf!  
AAUNGVZA + AAUNPVA—Don't lose energy from blue "W"  
SZNPNPKV—Blue "W" won't change you back to a man  
ESKNITKI—Gain maximum energy from small hearts

#### WHEEL OF FORTUNE

YENOIOYA + GEKOPOYA—Less time for choosing  
YENOIOYA + YEKPOYA—More time for choosing  
GPUISUAZ—Less time to solve  
GLUUI SAX—More time to solve

#### WHERE'S WALDO?

AETLTPA—Infinite time  
VTSVYYATE—Guesses cost nothing

#### WHO FRAMED ROGER RABBIT?

PESSY—9 lives  
SXVOYIVG—Never lose a life except in Punch lines  
S2SXYVVG—Never lose a life in Punch lines  
SKELNWK—Infinite continues

PAUKXTGA—Harder to build strength  
EPUKXTGA—Strength to full instantly

#### WHOMP 'EM

AAVKYAAE—Start with 10 lives  
SXEZPVG—Don't lose a life from energy loss  
SXHOUPVG—Creatures can't steal extra lives  
SZNATPSA—Infinite energy

SZKGPKV—Keep buffalo headdress for present level  
ZAKLEOAA—Always have buffalo headdress

#### WILD GUNMAN

GZOGVYVG—Infinite lives  
YEUSIPLE + PENGVALA—Start with 1 life

ZEUSIPLE + ZENGVALE—Start with 10 lives  
YEUSIPLE + YENGVALE—Start with 15 lives

GZNIPAVG—Infinite bullets  
AXVIEOYA—Start with double normal bullets  
AUVIEOYA—Start with triple normal bullets

AEVIEOYE—Start with half normal bullets  
IENSUOZA + IEUSSUZA—Shoot 5 baddies to finish level

#### WILLOW

ZASEGOUL—Infinite magic  
TGNILGSA—Don't take any hits

XZKYLKP + AVUOXSOZ—Start with all items  
GEKVSZA + PINKNTSL—Start at xp level 5

PEKISZE + PINKNTSL—Start at xp level 10  
TEKISZE + PINKNTSL—Start at xp level 15

#### WIZARDRY: PROVING GROUNDS OF THE MAD OVERLORD

AEEIPAL—Annoyed Mace costs nothing instead of 30.  
AAVEIPIZ—Long Sword costs nothing instead of 25.

AEEIPIP—Short Sword costs nothing instead of 15.  
AEVEIZAZ—Small Shield costs nothing instead of 20.

AAVEIPZ—Staff costs nothing instead of 10.  
AEEXIPI—Dagger costs nothing instead of 5.

AAVEILIP—Robes costs nothing instead of 15.  
AEVGYIA—5 of Pain costs nothing instead of 500.

AAXEKAIA—5 of Fire costs nothing instead of 500.

nothing instead of 500.  
AEXEGYIP—Body Armor costs nothing instead of 1500.

AAXEILAG—Large Shield costs nothing instead of 40.  
AEXEILAI—Leather Armor costs nothing instead of 50.  
AEVILEP—Chain Mail costs nothing instead of 90.

AAVEIGAI + AAVEGGYA—Plate Mail costs nothing instead of 750.

AAXEGGZA—Breast Plate costs nothing instead of 200.  
AEXFGPA—Helm costs nothing instead of 100.

AEVEGIA—5 of Curing costs nothing instead of 500.  
AAXEGTAL—Rod of Iron costs nothing instead of 3000.

AEXEGTIP—Padded Leather costs nothing instead of 1500.

AEVEGTIP—Shiny Chain costs nothing instead of 1500.

AAXEGYIP—Sturdy Plate costs nothing instead of 1500.

AAVEGZIA—Iron Shield costs nothing instead of 1500.

AEVEKGAT—Gloves of Copper costs nothing instead of 6000.

AAVEKLIP—5 of Glass costs nothing instead of 1500.

AAXEKPZ—Study Staff costs nothing instead of 2500.

AEXEGIAL + AEXELIPA—Blade of Biting costs nothing instead of 1500.

AAXEGILA—5 of Neutralizing costs nothing instead of 300.

#### WIZARDS & WARRIORS

GXVUZVG—Infinite lives  
AAUKUZAA + AAXZGGA—Start with 9 lives

GZNVLST—Infinite energy  
NTEINNYK—Potions will last longer

PEEVAGZA—Gain half energy value from meat  
GEEVAGZA—Gain double energy value from meat

#### WIZARDS & WARRIORS III

PAXXPLY—Start with 10 lives  
SXNTPLVG—Infinite lives—except at boss stages

NNSAGGUZ—Coins worth 255  
IESAZKZA—Bags worth 5

ZUSAZKZA—Bags worth 50  
NNSAZKZE—Bags worth 255  
AGKZGYZEA—Less energy

ELKZGYZEA—More energy  
AGELLEZEA—Less energy after death—except at boss stages

EELLEZEA—More energy after death—except at boss stages

#### WOLVERINE

PEUZALE—Start with 9 lives—player 1  
PEVIYALE—Start with 9 lives—player 2

GZEXAOKV—Infinite lives—both players  
PEXIZAAA—Start on stage 2—player 1

LEXIZAAA—Start on stage 4—player 1  
IXIZAAA—Start on stage 6—player 1

YEXIZAAA—Start on stage 8—player 1  
AXXLNUIE—Mega-jump

KYXUVUVN + GAUUELZA—Super speed

ZAXLISA + ZAEKAKAA—Less damage from bullets  
AAXGYLPA—Claws use up no energy

AGNIZAAA—Start each new life as a berserker!

#### WORLD CUP SOCCER

AAUVKZLA—1 minute in tournament mode

IAUVKZLA—6 minutes in tournament mode  
AAUVKZL—9 minutes in tournament mode  
IAKTXPA—6 minutes in match mode  
ZAKTXPA—3 minutes in match mode  
AAKTXPA—1 minutes in match mode  
PEXLUIA—Faster players  
AYXXNXL—More powerful 'normal' shots

#### WRATH OF THE BLACK MANTA

AEOAZTLE—Start with extra energy  
SLSLXUVK—Take no damage from most enemies  
SZVOKEVK—Never die from falling off screen  
GZUSZUSO—Mega-jump when stationary  
AEOAYTZE—Start with 9 lives

#### WRECKING CREW

SXGKLG—Infinite lives—player 1  
SIXKZL—Infinite lives—player 2  
YELXO—Start with 15 lives—both players

#### WORM: JOURNEY TO THE CENTER OF THE EARTH

SZSYNSE—More fuel Some enemies can still kill you  
SNGXZTS—More shields and life

#### WWF WRESTLEMANIA

PAXGXPL—9-minute tournament rounds

#### WWF WRESTLEMANIA CHALLENGE

ZEELLGE—Pin count extended to 9 seconds  
TESGYOLA—10-count reduced to 5 seconds  
IVNKOGGL—All counts slower

#### X-MEN

SXEXIST—Infinite energy  
GVXZPOEG—Half energy for Wolverine  
GVUYOZGE—Half energy for Cyclops  
PKUXIPXA—Half energy for Nightcrawler  
YSKZLOU—Half energy for Iceman  
YNKXPPONN—Half energy for Colossus  
ASKXYPEZ—Half energy for Storm

#### XENOPHOBIA

LASIZOPA—Increase starting energy for both players  
AAKINYUT—Infinite energy for both players

LAVILONY + AIVIIOGI—More energy to player 1 only  
SXNITVOO—No energy pick-ups allowed

TAKSAPYA—Start at level 2  
IAKSAPYA—Start at level 3  
GAKSAPYA—Start at level 4  
LAKSAPYA—Start at level 5

#### XEVIOUS

SZLNZY—Infinite lives  
PAZYOK Start with 9 lives

#### XEXYZ

OTNGGYSV—Immune to enemy bullets  
OTNGGTSV—Immune to monsters

PAUZTLE—Start with 9 lives  
SZEZTKVK—Infinite lives  
PAUZLILA—1 life after continue

VTOXAKSE—Become a whirlwind on new life  
AAOLPNA—Start with and keep foot-wing

#### YO! NOID

PUIUVPZU + PKUSOPZK—Start with 9 lives

SXKTTUVK + SXKVPUVK—Infinite lives  
SXXLIGVG—Stop timer  
IAKUVGPA—More magic from small scrolls  
AEUGSKTZ—Multi-mega-jumps  
TAXSNZLA—6 continues YOSHI  
PAVAPLA + PESTAZLA + PEXTZLLA—Need only 1 Victory Egg to win  
ZAVAAPLA + ZESTAZLA + ZEXTZLLA—Need only 2 Victory Eggs to win  
GOUYPEA—Short wait for next characters  
ZEUYPEA—Really short wait for next characters  
NNUYPEA—Really long wait for next characters  
AVSULYZA—Freeze characters for a short time (press 'Down')

#### THE YOUNG INDIANA JONES CHRONICLES

PEKSVGLE—Start with 10 lives

SZEOUTVG—Infinite lives

ZANAC  
PEEKOLLE—Start with 9 lives  
OKEENYVK—Infinite lives  
PEOPAGAA—Start with Straight Crusher  
ZEOPAGAA—Start with Field Shutter  
LEOPAGAA—Start with the Circular  
GEOPAGAA—Start with the Vibrator  
IEOPAGAA—Start with the Rewinder  
TEOPAGAA—Start with the Plasma Flash  
YEOPAGAA—Start with rapid fire!

#### ZELDA II: THE ADVENTURES OF LINK

SZKGKXVK—Link has infinite lives

PASKPLLE—Link starts with 9 lives

AZUOLIAL—Mega-jump  
OYKEEVA + NPKEOVA—Swap Shield spell for Fire spell

LYKEEVA + VAKEOVVE—Swap Shield spell for Spell spell

LZKEEVA + OPKEOVA—Swap Shield spell for Fairy spell

IKEEVE + VAKEOVVE—Swap Shield spell for Life spell

VTKEEVA + OPKEOVA—Swap Shield spell for Thunder spell

#### ZEN INTERGALACTIC NINJA

ZAEINGIE—9 lives allowed in 'options'

SZSPGTVG + SZOZYTGV—Infinite lives

TAEUGGLA + TAXUNTIA—Double hits in shield

PAEUGGLE + PAXUNTLE—Triple hits in shield

GZNLYUSE—Infinite energy  
NYNXVTOE—Slower timer  
YINXVTOE—Faster timer  
YINXVTOE—Even faster timer

AEUAOGLGE—Zen does increased damage—isometric stages  
GOUAOGLGA—Zen does mega damage—isometric stages

#### ZODA'S REVENGE: STAR TROPICS II

PAVITZLE—Start on first life in Battle Mode with 9 lives

SXKVPVKV—Infinite lives

SLUZTSVS—Infinite weapons

PASZPTIA + PASZITIA—1 star gives energy

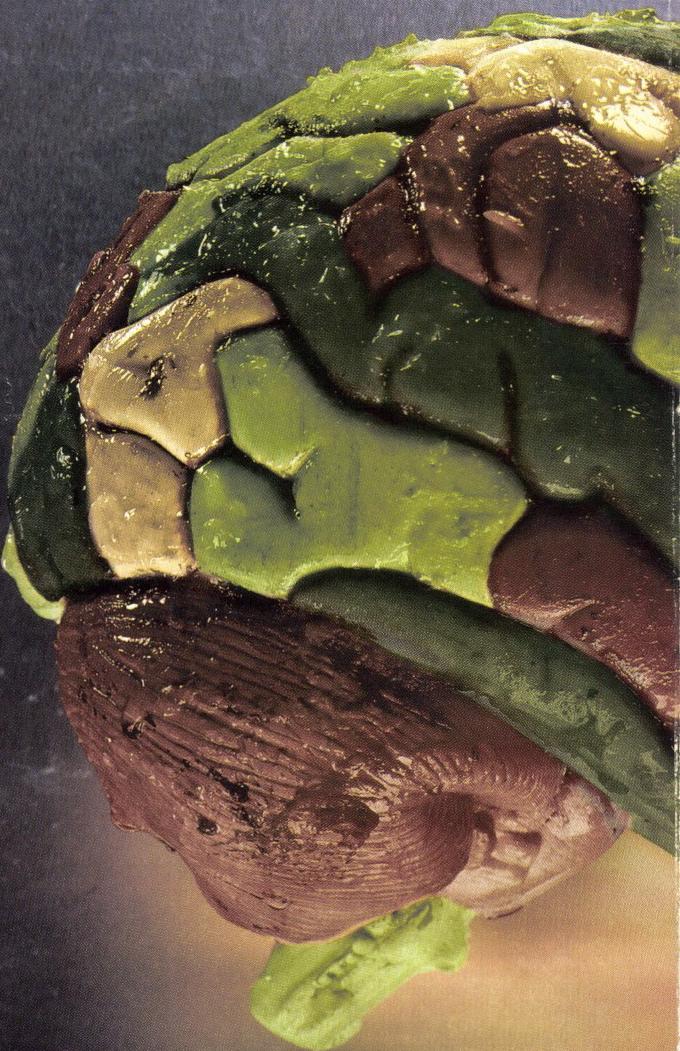
ZAUXKAPA—Walk faster—battle mode

PAUZLILA—Jump faster—and farther—battle mode

**Game Genie Codes for NES**

81

use  
your  
smart  
bomb



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# COMMAND CONQUER



The deadliest weapon you have



only fires neurons.



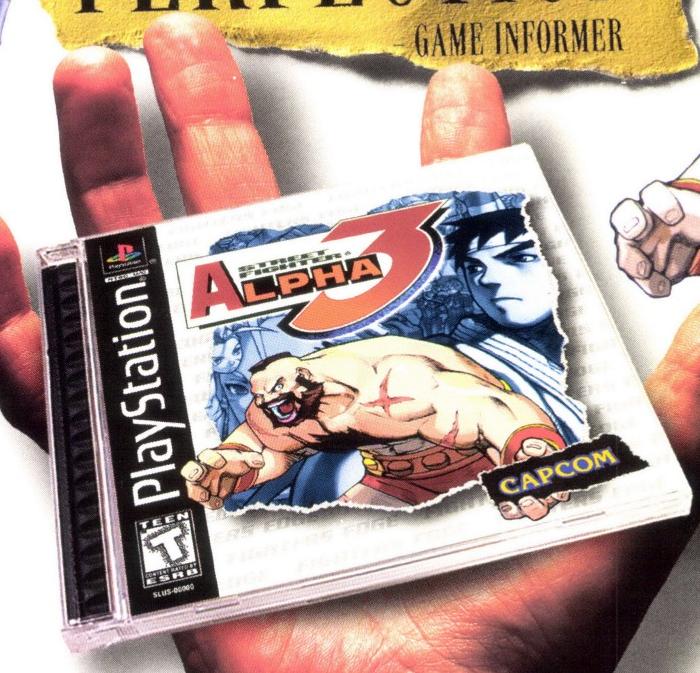
Better keep it loaded.





# STREET FIGHTER PERFECTION™

GAME INFORMER



Street Fighter Alpha 3 scores a triple K.O.! It's the most accurate translation of an arcade game to grace the circuits of the PlayStation game console... featuring all new enhanced modes of play, including 3 fighting styles for every character — plus the skill building, World Tour Mode. Maybe nobody's perfect. But as of today, at least one fighting game is.

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